E3 KINGS: MEAN MACHINES HAS THE FIRST SHOW REPORT

# MEAN MACHINES SEGA

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## SONIC 3D
MEGADRIVE MARVEL!

## SONIC X-TREME
SATURN SCORCHER!

## LOADED
FIRST REVIEW!

SPECIAL SONIC ISSUE!

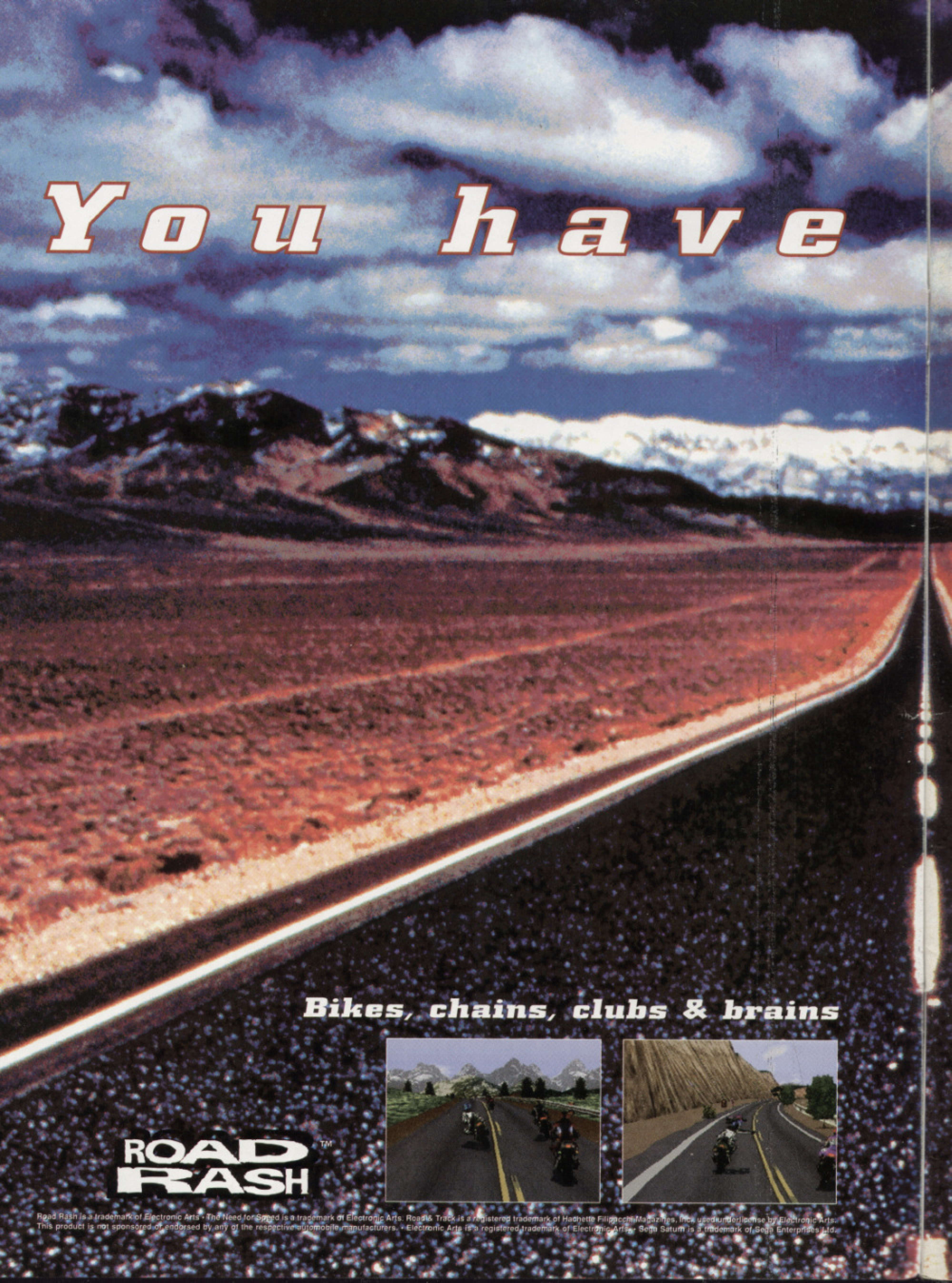
BUG TOO SUPERFLY TNT!

E3!


INTO THE SHADOWS


SOVIET STRIKE


ALIEN TRILOGY



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Bikes, chains, clubs & brains
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Destructi... der...

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## GAME GEAR









# AT A GLANCE

# EDITORIAL

## LETTER FROM AMERICA

**I am knackered. I got back from the E3 show and came straight into work to give you the show report and write this. It was well worth it, as the Los Angeles event was an explosion of Sega software, and the defining moment in the 'fightback' against Sony. There clearly is a 'Big 3' in games now – Sega, Sony and Nintendo. The opinion of many at the show is that Sega has the best software line-up of the three. The doubts about Saturn hardware are dispelled by NiGHTS and Sonic X-treme, the problem of price has evaporated, and no other console will offer NETWORK GAMING this year. Also, Nintendo 64 didn't blow everyone away. Yes, Mario is magnificent, but neither it nor the other less impressive titles delivered the 'Project Reality' Silicon Graphics hype of the last couple of years. Playstation had some nice titles, but the look of Wipeout 2 shows that its technical limits are already being reached. Plus, where, apart from Pysgnosis' sequel, are the surefire hits coming from on PSX? It's a lottery. Contrast that with the HMV buyers – beaming at NiGHTS, Virtua Cop 2, Sonic X-treme, Virtual On and Fighting Vipers.**



**Gus**

## SONIC GIVEAWAY!

To celebrate the long-awaited return of Sonic the Hedgehog, and the budget-price re-release of Sonic the Hedgehog 2 and Sonic & Knuckles, we've blagged a ton of smart Sonic goodies from Fortress Sega. But this isn't just the usual load of old cobblers you usually see chucked out on these pages. Well, most of it is, but there's some decent stuff as well.

Here's the swag up for grabs:
Our lucky winner will receive...
A copy of Sonic the Hedgehog with a sleeve autographed by Yuji Naka, the game's creator!
A Sonic & Knuckles denim jacket.
A Sonic & Knuckles Quicksnap disposable camera.
A Sonic 2 t-shirt.

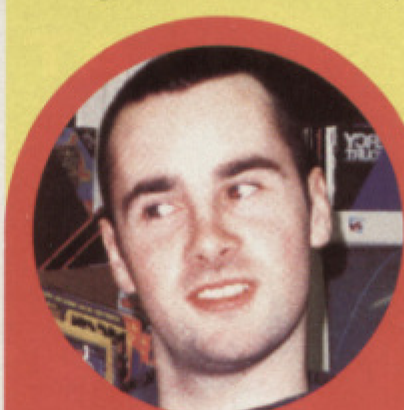



Four runners-up will each receive a Sonic 2 t-shirt.

To be in with a chance of winning simply tell us how many different Sonic games there have been. The answer's somewhere in the mag.
Put your answer on the back of a postcard or sealed envelope and post it to HOGWASH at the editorial address. Five winners will be picked out of the hat on Tuesday 16 July.

## TOODLE-PIP!

This is a sad and sombre time at MEAN MACHINES HQ, for we bid a fond farewell to our two apprentices. Having learned their trade, Lucy and Steve are flying the nest...



### GUS

Angus has been hob-nobbing with the hoi polloi at the E3 show in the US. If the groggy telephone calls from plush hotel rooms at all hours are anything to go by, it's all been a bit of an ordeal – shopping at Beverly Hills, supping wine at top restaurants, and receiving the hospitality of the games industry's mover and shakers. "It's a dirty job," he sighs across a crackly telephone line, "but someone's got to do it." We anticipate some degree of culture shock upon his return – shopping at Kwik Save, supping Pepsi Max at Mr Sandwich and blagging a Sonic t-shirt next time he goes to Sega just won't be the same.



### CLAIRE

Claire's also been abroad – a little sojourn to Belgium was the highlight of the month for an art editor eager to sample the cultural delights our European cousins have to offer. "Actually, I was after some cheap booze," she claims. "And some chocolate, of course." Although she returned with copious quantities of 'Hoegaarden Witbier – Biere blanche', the chocolate turned out to be a bit of a disaster. "We left the chocolate teddy bear lollies on the back seat of the car, and by the time we got back to London they'd all melted. By the time I gave them to everyone they looked a bit like chocolate lasagne!" Yum.



### MARCUS

For Marcus, this month has brought the dubious delights of deputising for his absent leader. "Smart, I thought – I get the chance to reap the enormous benefits that Gus enjoys when he's in charge." Marcus's mind filled with thoughts of parcels bearing mountains of free software, offers of exotic holidays in sunny climes, and all the wonderful knick-knacks that clutter his desk. "What I'd forgotten," he grumbles, emerging from a desk piled high with unfinished business, "is that all the people that dole out the freebies have gone to E3 as well." Doh!



## X FILES FREEBIES!

20th Century Fox have just released Abduction, a special edition X Files video that compiles the season two episodes Duane Barry, Ascension and One Breath into a feature length story running at well over two hours. Scully is kidnapped by a deranged former FBI agent, and ultimately taken into space as the prisoner of sinister aliens. Mulder determines to prove she is alive, and finds corruption in the most unexpected places when he attempts to rescue her. The tape is on sale now at £13.99, but we have five to give away to the lucky winners of our competition. To be in with a chance tell us...

What are Agents Scully and Mulder's first names?

Put your answers on the back of a postcard and post it to THE TRUTH IS OUT THERE at the editorial address. Five winners will be picked out of the hat on Tuesday 16 July. You must be 15 or over to enter.

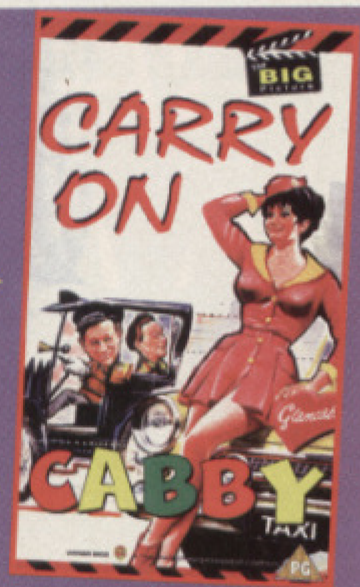


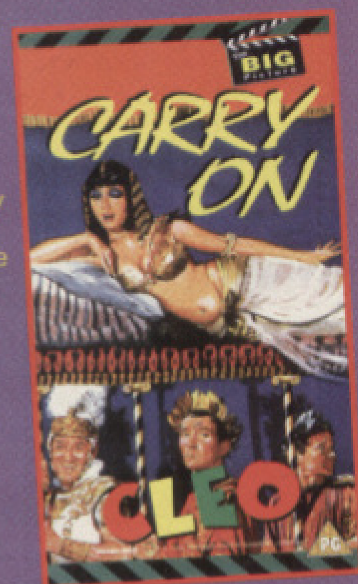

## CARRY ON BLAG!

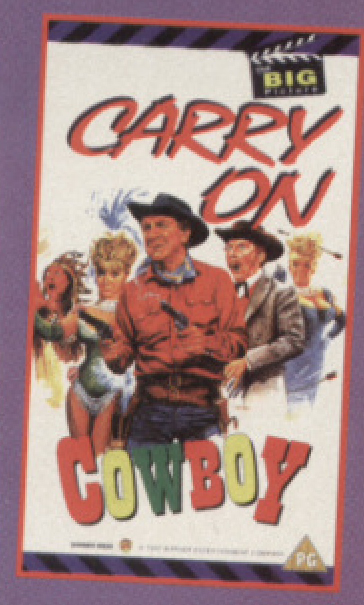
To complete this month's hat-trick of 'We're too good to you'-style giveaways, we've been on to the bods at Warner Home Video who have bunged us two sets of their new Carry On tapes. The classic Carry On Cabby, Carry On Cleo, Carry On Cowboy and Carry On Screaming are all released at a budget price on 24th June, but we've got sets of all four films for the two winners of our compo. To be in with a chance of winning, tell us...

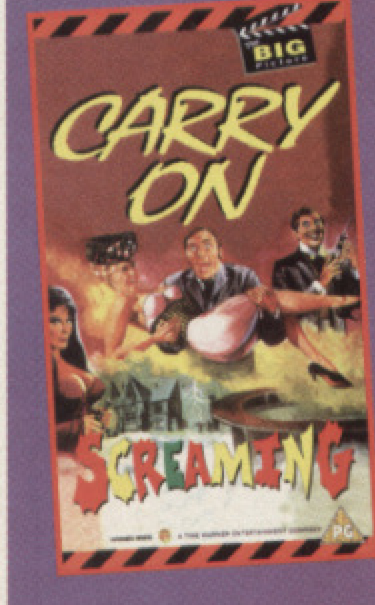
The names of two Carry On stars.

Put your answers on the back of a postcard or sealed envelope and post it to FRYING TONIGHT! at the editorial address. Two winners will be picked out of the hat on, you guessed it, Tuesday 16 July.






### LUCY

Sadly, this is our Geordie gem's final issue of Mean Machines. As we wave a tearful farewell to Emap's Young Designer of the Year, we'll try to make amends for the editorial section misdemeanours she has been subjected to – the chip fat slur in Issue 37, the finishing school gag in Issue 38, the feline innuendo in Issue 40, the fatty insult in Issue 42, the Christmas party giggle is Issue 43 and the joke about Newcastle in Issue 44. We have, of course, assured her new employers that she is not really common, fat, greasy or licentious, but in fact very lovely indeed. Goodbye Lucy. It was fun while it lasted.



### STEVE

The next rat jumping ship is none other than our own staff writer – young Master Key. Lord Emap dangled a carrot and the lad grasped the opportunity to work on the same new project as Lucy. Anyway, whereas we'll quite miss Lucy, the sooner Steve clears off the better. For one thing we won't have to make polite conversation about the ailing Waltham Abbey FC, or excuse the annoying way he mispronounces Sega as 'See-ga'. But the biggest relief will be never again enduring the way he says 'Ta-da' just before he knocks you out in VF2. Ta-da Steve – and take your bat, frogs and spider with you. Git.

## DON'T MAKE ME LAUGH

**BRUCE FORSYTH**
Steve 'I'm in charge' Merrett
**ERIC MORCAMBE**
Angus 'You can't see the join' Swan
**TOMMY TRINDER**
Claire 'You lucky people' Coulthard
**CHARLIE DRAKE**
Marcus 'Hello my darlings' Hearn
**RONNIE CORBETT**
Lucy 'So it's goodnight from me...' Hill
**RONNIE BARKER**
Steven '...and it's goodnight from her' Key

**FREELANCE COMICS**
**MAX WALL**
Andy McVitie
**MRS MERTON**
Lisa Merrett
**JOYCE GRENFALL**
Tina Hicks

SPECIAL THANKS TO: Dorian Bloch at Chart-Track, Sarah Ricchiuti at Interactive Ideas Ltd and Sheryl Seitz at Talk Loud.

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IMPORTANT: This issue's competition entries must reach us by Tuesfay 16 July.

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COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

MEAN MACHINES SEGA use Dolby Surround Sound to test out all featured software.

DOLBY SURROUND

# NEWS

# SEGA SPINY AT E3

Sega put in an impressive performance at the massive E3 (Electronic Entertainment Expo) show in Los Angeles in late May. Although we would be labelled biased, MEAN MACHINES was heartened by the way Sega put Saturn forward as the most diverse next generation platform, and dealt with the tricky situation of Sony dropping the Playstation price to $199.

The shock move came on Thursday evening at Sony's party. The response from Sega was swift. Apparently a conference of the highest personnel from both Sega of America and Sega Japan decided to match the price drop by bringing Saturn down below $200.

After the party, Sega UK took only a couple of days to reflect and bite the bullet. Saturn dropped to £199. Incredible, when only in April the machine was £299. Sega are bullish about the move – it wasn't a panic reaction to Sony, they say. "The fact is, we have the stronger software line-up, as E3 proved", states Sega's Mark Maslowicz, "we just don't want a price difference getting in the way of the real argument".

The move can only harm Nintendo's prospects in Europe, where a £250 price for the N64 (add another £70 for the Mario game) is expected. By the time it arrives, a healthy Saturn market might stifle its chances.

In contrast to last year, Sega had five sure-fire sellers on its stand; Sonic Xtreme, Nights, Virtua Cop 2, Fighting Vipers and Virtual On. Add to that the 'back-up' prospects of Heart of Darkness, Thor, Bug Too! and Manx TT, and you have the most formidable release schedule of any video games company.

EXPO E3 LOS ANGELES '96


BUG TOO


SONIC X-TREME


CRYPT KILLER


INTO THE SHADOW


SACRED POOLS


TERMINUS

**Our jet-lagged editor has torn himself away from Los Angeles, flying home just in time to deliver the first report on THE event of the year. The low-down on E3 – remember, you read it hear first...**

**KEY**

competition · new game · japan news · tipped for the top · exclusive news · film news · news update · arcade conversion · gossip · british development

**FOR A FULL REPORT ON THE SHOW, TURN THE PAGE!**

# SEGA'S FLEXIBLE ACCESS

**NET LINK**

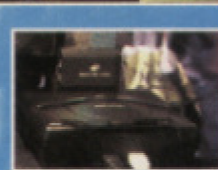
**BY: SEGA**

**FORMAT: SATURN**

**RELEASE: AUTUMN**

**ORIGIN: JAPAN**



Sega's Saturn Internet connector is no longer a rumour, but a pre-Christmas prospect. The device, which fits into the Saturn cartridge port and from there to the phone-line is being launched in America by September. Suprisingly, the unit allows full-blown World Wide Web access, with none of the restrictions against 'unsuitable' web sites suggested in our December exclusive news scoop.
A representative for Aplix, a Japanese software company who developed the browser software, demonstrated the unit. The browser allows the World Wide Web to be displayed in a text and pictures format, with interestingly designed pages, rather than plain text. Sega's browser looks a lot like the popular Netscape software on PC. For Net access, the user must negotiate separate access with a 'service provider'. But it appears that Sega will also become a service provider, as it has made a commitment to providing 10 network games for the system before Christmas. Saturn owners will finally enjoy the multi-player facilities enjoyed only by PC owners.

# SEGA GOES SERIOUSLY PC

**VARIOUS**

**BY: SEGA**

**FORMAT: PC**

**RELEASE: 1996**

**ORIGIN: USA**

Last year's Sega PC titles (Ecco, Tomcat Alley and Comix Zone) were just a dry run for Sega's true PC plan. An awesome array of PC CD-ROM titles have been announced, with near simultaneous release for some products. The other big advance is the ability to run the virtua games without an expensive acceleration card. Virtua Fighter, Virtua Cop, Sega Rally and Daytona all look the business on Pentium hardware. They'll be supported by Sonic PC (a revamp of the old Mega-CD game) Sonic & Knuckles (packaged with Sonic 3), Bug and its sequel Bug Too! plus Vectorman. Not finished! – Segasoft's new titles, Three Dirty Dwarves and The Sacred Pools, Baku Baku, Panzer Dragoon, Garfield and World Series Baseball. Phew!





*Sega's second wave of PC CD-ROM titles are drawn from all corners of Sega's software line-up...*



*...coin-ops, Megadrive titles and Saturn games all provide inspiration.*

# WORLD IN UNION?

**ACCLAIM NATION**

**BY: ACCLAIM**

**FORMAT: ALL**

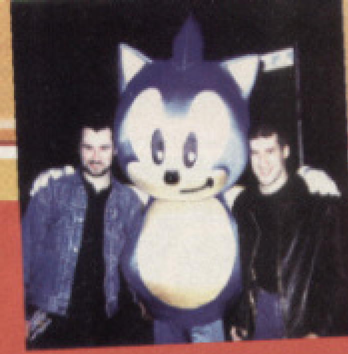
**RELEASE: TBA**

**ORIGIN: GLOBAL**

Acclaim's slogan of the show was 'One Nation Interactive'. Punchy, and also linked to their Acclaim nation web site. But show sources reveal a possible other connection, much more thrilling. Apparently, Acclaim are working towards creating a network gaming system for consoles, like the emerging PC network. The 'One Nation' tag comes from the compatibility between systems – a Playstation owner can play against a Saturn or PC player. Quite how this technical feat is possible is Acclaim's best kept secret, but at least their intention is now out.



*Acclaim's Alien Trilogy – surely a contender for internet reconfiguration.*



# SEGA

## SEGA REVEALS SATURN'S SECOND GENERATION

**"We'll win the battle of next generation consoles by Christmas."**
**Tom Kalinske, CEO Sega of America.**

## VIRTUA COP 2

A full first level of the arcade follow-up produced by AM2. The quality of graphics, at first indistinguishable from the arcade, makes this a pretty spectacular part of the autumn line-up. Cop 2 is a more varied and challenging game than the original, with twice as many enemies and set-pieces like a hilarious Starsky and Hutch-style car chase. See much more in this month's Sega Saturn Mag.






## WORLDWIDE SOCCER 2

We've known about this for some months, but E3 brought into the open the fantastic new football game that more than makes amends for the rushed Victory Goal. A mixture of super smooth pitch graphics and amazing player animation make this the potent sports simulation of late 1996.





*Complete with frighteningly realistic astro turf/mush option.*

## MR BONES

One of those Sega of America projects that obviously goes way above our European heads. Mr Bones is a skeletal figure who takes on a series of dark forces across lots of different game style levels. These feature some neat visual effects, combining hi-res renderings in the background interacting with conventional sprites in the foreground.



## NIGHTS

Picked out by Sega as the de facto demonstration of Saturn's technical superiority over Playstation, Nights is the game that most developers and programmers couldn't help admire. The real attention was paid to the Sonic Team's custom controller that offers a secondary analogue ball control.





## THE SACRED POOLS

Just when you thought the interactive movie was dead...along comes Sacred Pools. This is another Segasoft venture, and one which they say revolutionises adventure gaming by mixing computer graphics with video footage. At present only the vide footage was on show, and it's the usual mix of Dr. Who effects and actors without dignity. And we thought they'd learned their lesson with Double Switch.



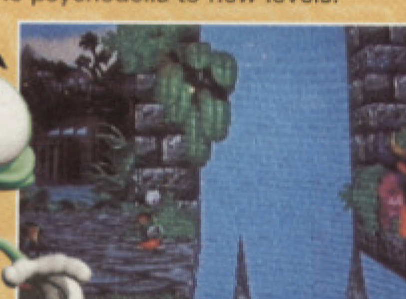


*"My agent's lined me up for a stint presenting God's Gift. No, honestly. I just do this for a laugh between jobs."*

## BUG TOO!

Put together by the same team that created the original Bug, Bug Too demonstrates the advance in Saturn programming, with far more lavish graphics and all manner of effects. The team (Realtime) have taken note of criticisms of Bug! (the most frequent being it was too hard). The all-new locations, including a kitschy seventies retro-den, are visited by two new insectoid heroes – Superfly and Maggot Dog. The bonus level replacing the flying sections takes game psychedelia to new levels.







# MEGADRIVE




## VIRTUA FIGHTER

No pictures, not even on video, but the teaser plainly states a polygonised version of the arcade classic on the Megadrive. So many MEAN MACHINES pleas have been answered.




## X-WOMEN

Either a wonderful or desparate idea depending on how you feel about more platform gaming in the other X-Men game vein. This time it's all femme action, as men have been struck down by a mystery virus.





## WORLD SERIES BASEBALL

Okay, baseball is dull, but this has some great graphics for a baseball game, with a hi-res batting perspective and fast fielding scrolling.



E3 SPECIAL

## VECTORMAN 2

Looking very like Vectorman, but with some hints towards innovations and scary new boss characters. As long as it's as playable as last year's, we'll be happy.





# SCAVENGER

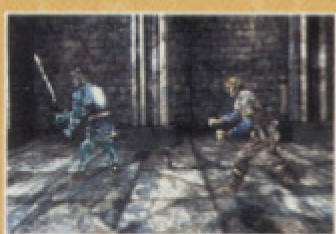
## SMALL DEVELOPER WITH BIG IDEAS

Scavenger is an umbrella of developers well known to us for Subterrania and Red Zone on Megadrive, and projects like Amok and Scorcher for Saturn. These are still unreleased, though complete and on show at E3. Scavenger merits so much space for their remarkable number of games in development: 14 projects, all destined for Saturn.

### INTO THE SHADOWS



An amazing-looking action-RPG that has the most dynamic 3-D engine seen in an adventure game. The detailed hero explores a world of a beautifully drawn castle, wielding a sword against all manner of conventional adventure enemies. The apt title describes the lighting effects that shade all the polygon characters as they move from light into darkness, creating a unique environmental atmosphere.





### SPEARHEAD

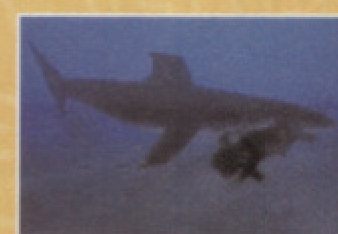




The shots poorly convey this interesting action game that has elements of all the best isometric exploring games from Marble Madness to Spindizzy Worlds. A convoluted plot of spherical suits and mad wizards goes to explain a seven level maze game with a very attractive control feel.

### AQUA

Probably the most impressive project graphically, Aqua further blurs the distinction between rendered sequences and realtime graphics. Breathtaking underwater graphics and diver animation, with light filtering down from the surface to enhance the original idea of a scuba exploration adventure set in a sunken Mayan city.





### TARANTULA

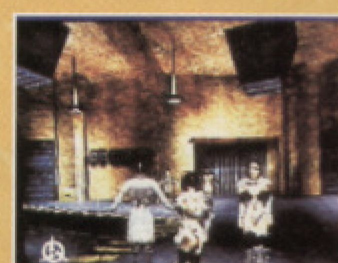


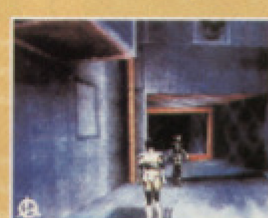


A rolling demo of team Mescal's creepy-crawly adventure demonstrated the immense promise Tarantula has. The pictures here are real-time game shots, as you control a deadly spider out to save her spiderlings after a rat runs off with the egg sack. The mundane interior of the Desert Rose Deli in Texas provides the backdrop to a miniature drama in nature.

### TERMINUS

Scavenger's curious 'Fetish' based title is next most completed to Scorcher and Amok. Set in a near-future world of technocrats and dark entities, you play a bio-disciple out to restore global balance. Wearing tight-fitting rubber clothing seems to be essential to this end. Terminus has two distinct phases so far, one exploring 3-D cities, the other riding through impressive 3-D tunnels and conduits.





**"Our Saturn developments have ten times more character polygons than our PC stuff."**
**Daniel Small, Scavenger.**

### ANGEL

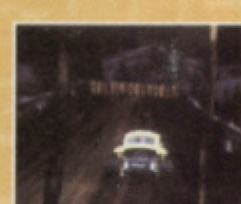


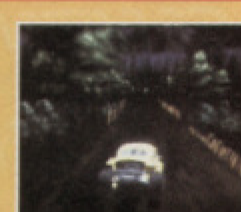
Angel is the closest Scavenger have come to a platform blaster, and the early playable area is set on a hexagonal tower with wall-hugging walkways. The scenery is ornately gothic. The Book of Revelation has been mined for a bizarre plot involving Satan ruling the earth and an angelic girl seeking an artifact with a demon's help.



### MUDKICKER

Scavenger's most conventional project is an arcade off-road racer. Hydraulic four-by-four racers compete over slalom courses and bridge jumps. For their first driving game, the 3-D engine is impressively fast and smooth.





# OTHERS

### STREET RACER (UBI SOFT)

Vivid Image have been working on this update of the fun racer. It will have an amazing eight window split screen mode.



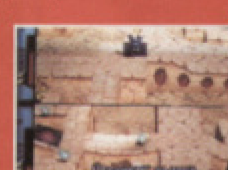
### RAYMAN 2 (UBI SOFT)

More of the same visually, but the second Rayman features a second level of background play. Look out for new rendered enemies.



### GRID RUNNER (VIRGIN)

A novel two-player split-screen game set over 48 maze levels. Players use 5 sets of weaponry to locate the enemy flags.



### COMMAND AND CONQUER (VIRGIN)

This game could dominate the charts like its PC predecessor. From the disc on show, shaping up to be every bit as good.

# KONAMI

## HARDER EDGE AND LARGER LINE UP

Konami couldn't be persuaded to touch Saturn last year, but a softening in their approach is apparent, with a clutch of products announced at the last minute. Sadly, no Castlevania or Track & Field mentioned.

EXPO E3 LOS ANGELES '96

### CRYPT KILLERS



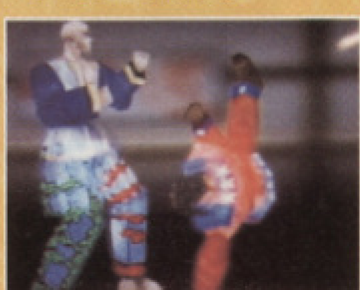
Their successful VCop style coin-op converted to Saturn to appear before Christmas. Three players explore Egyptian tombs and other dangerous places.





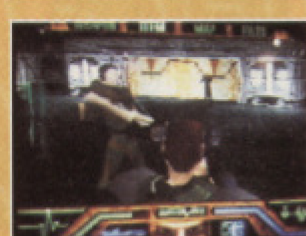
### KUMITE

Konami plan to outdo all other fighting games with an incredibly authentic martial arts game put together by eight programmer/experts from San Francisco.



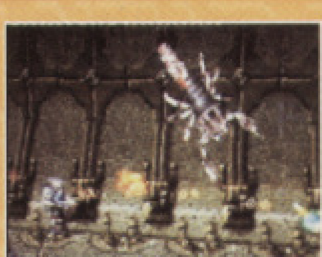
### DARK HELIX





For next year, Konami's answer to Doom. 40 varieties of alien hybrid spread over 1,600,000ft of game area (to scale) test the gun reflexes of Jake Burton, your intrepid space marine.

### CONTRA





The 16-bit classic looks like being spectacularly realised on Saturn, with biomechanoid scorpions, sprite manipulation and a special mode to view the game in 3-D using coloured glasses.

E3 SPECIAL

### DEAD OR ALIVE (TECMO)

The Model 2 arcade game, the first third-party one to use Sega's board, converted to Saturn. It's a 3-D polygon fighter.

### TECMO STACKERS (TECMO)

Fun variant on Puyo Puyo, with blocks seeking out similar blocks with their tentacles. Looks as addictive as Baku Baku.

### ALSO LISTED:

POLICENAUTS
PROJECT OVERKILL
NBA IN THE ZONE 2
LETHAL ENFORCER 1&2
NFL FULL CONTACT

# ACCLAIM

## HEAVILY-POPULATED INTERACTIVE NATION

Acclaim were quiet on console last year, but burst back at E3 with an incredible 29 Saturn titles in their brochure! That's more than any other system. Once again, licenses figure large, with new films, comics and sports driving the majority of titles.

"No one else can match this product line-up."

### ALIEN TRILOGY

Finally a Saturn version on show. It looks every bit as good as the Playstation version at the moment, with Probe battling to recreate the special effects later on.





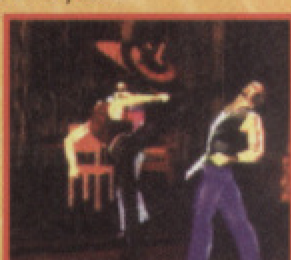

### IRON AND BLOOD

The Dungeons and Dragons Ravenloft modules are backing this polygon beat 'em up, and Acclaim are touting its 225,000 polygons per second capability, claiming that's four time as many as Tekken. It's significant for characters using weapons in 250-odd combat moves, with gothic horror characters drawn from the vampire RPG license.



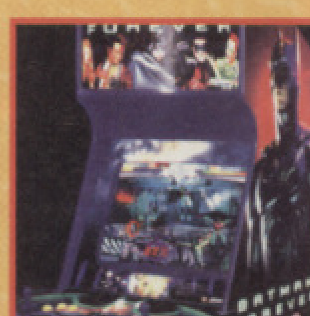

### THE CROW: CITY OF ANGELS

A 3-D combat game with the novel approach of exploring locations and fighting up to four opponents at a time, brawl fashion. To tie in with the second Crow movie out this year.

### BATMAN: THE ARCADE GAME

Following last year's Megadrive game, this is a more sophisticated scrolling beat 'em up, matching the new coin-op pixel for pixel.

### SPACE JAM

Supposedly to be 'massive' – only Acclaim could put Michael Jordan and the Looney Tunes together in a game that mixes lunar basketball with Micro Machines-style space racing.



### MAGIC: THE GATHERING

A 3-D adventure with network possibilities forms the basis of Magic: The Gathering, based on the game cards which are hugely popular in America.




### ALSO LISTED

- NBA JAM EXTREME
- QUARTERBACK CLUB '97
- WWF IN YOUR HOUSE
- IRON MAN/X-O MANOWAR IN HEAVY METAL
- BUST-A-MOVE 2
- BUBBLE BOBBLE
- KILLING TIME
- BATTLESPORT
- SUPER MOTOCROSS CHAMPIONSHIP
- RISE 2:RESURRECTION

### DRAGON HEART

A scrolling beat 'em up based on a film just about to appear in the States. At this early stage it cannot be said to look too promising, with stilted animation and poor control.



# OTHERS

### BUBSY 3-D (ACCOLADE)

The Sonic pretender now becomes a Mario pretender with a 3-D adventure. Ambitious project, but looking empty at the moment.



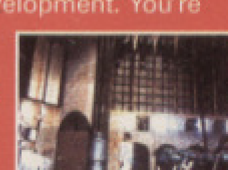
### WATERWORLD (OCEAN)

Ocean's long-running license. An early build features a 3-D water battle using the Saturn's background chip. Nice ideas, but very rough as yet.



### WET CORPSE (VIC TOKAI)

A Resident Evil clone, just six weeks into development. You're already dead at the start of the game. Yep, it's a weird one.



### INDEPENDENCE DAY (FOX INTERACTIVE)

Based on the forthcoming big movie, one section of this is a polygon jet fighter game. Looks ropey and early at the moment.



## SOVIET STRIKE

The familiar strike perspective remains, but everything else has jumped light years. The detail of the scenery, range of scenarios and incredible presentation astounds. Watch as individual soldiers flee houses and jump into jeeps. Then total them.



EXPO E3 LOS ANGELES '96

# ELECTRONIC ARTS

### CONCENTRATING ON BIG HIT PROSPECTS

EA's plans centre on their sports titles, including a much improved Fifa '97, sadly not on show. Andretti racing, PGA '97 and NBA Live are all promised for this year. But their stand, and show stealer, is the awesome, all-conquering Soviet Strike.

## ANDRETTI RACING

Another racing game, but one trying to capture the rough and tumble of the Indy/Boxcar scene. Low slung 3-D views of the tracks, with speed a priority for the programmers, and a simulation approach taken to refuelling, tyre-handling and damage repair. Four player dual monitor link-up planned.





## PGA TOUR '97

EA are adopting an arcade approach to PGA, stripping out the play windows. The replay windows and play perspectives are being beefed up from the PS version. Otherwise, it's PGA.



## MADDEN NFL '97

The only American Football game that Brits (and Dominik Diamond) give any credence to. EA have taken two years to get this ready for next-gen. Judge for yourself.







## DUKE NUKEM (GT INTERACTIVE)

Announced at the show, GT add another Doom-shooter to their release schedule. This time, the much awaited Duke Nukem from Lobotomy.



## MYTH ADVENTURES (LUCAS ARTS)

Lucasarts' sole game for Saturn in 1996 is a colourful overhead combat adventure set in Greek myth with Asterix-style comic graphics.



# CAPCOM

FOCUS STILL ON ARCADE GAMES

Not Capcom's most electrifying set of titles ever. Even the announcement of Marvel Super Heroes did little to enthuse their stand. Where's Resident Evil, guys?

E X P O E3 LOS ANG '96



## MARVEL SUPERHEROES



The natural progression from X-Men and sure to meet the exacting standards set by previous Capcom beat 'em ups. Only a video on show.



## BUSTER BROS. COLLECTION



We're genuinely pleased to see a Saturn version of this cute Pang classic. Break bubbles over a hundred colourful and cutesy levels.







## SUPER STREET FIGHTER ALPHA 2

Saturn version now snapping at the heels of the arcade game. Hard to see what they would leave out of the next part of the popular series.



## WEREWOLF

Capcom US get a go with an isometric adventure beat 'em up, with players morphing between bestial and human forms. To be honest, looks absolute cack at the moment.

## MAJOR DAMAGE

Mixing platform shooter action with an uncharacteristic comic scenario for Capcom. Only attracted a casual playing from most show visitors.

E3 SPECIAL

# BMG

PUTTING GAMEPLAY FIRST

## TANK

Walsall coders NMS are constructing this game of mass destruction. Take a tank around urban environments, going demolition crazy. Looks like good fun.



## LEGACY OF KAIN

Scrolling adventure action boasting 160,000 game screens and the ability to turn into a bat and mist. Very Crystal Dynamics in format.

## NO EYE-CANDY

It's taken two years for BMG to establish themselves, but they genuinely believe in these games. None were particularly visually impressive, but had gameplay promise.

## SPIDER

BOSS game studios big idea: Take a cyber spider and pit him against a range of polygon beasties. Nice backgrounds, but why has a spider got homing missiles?



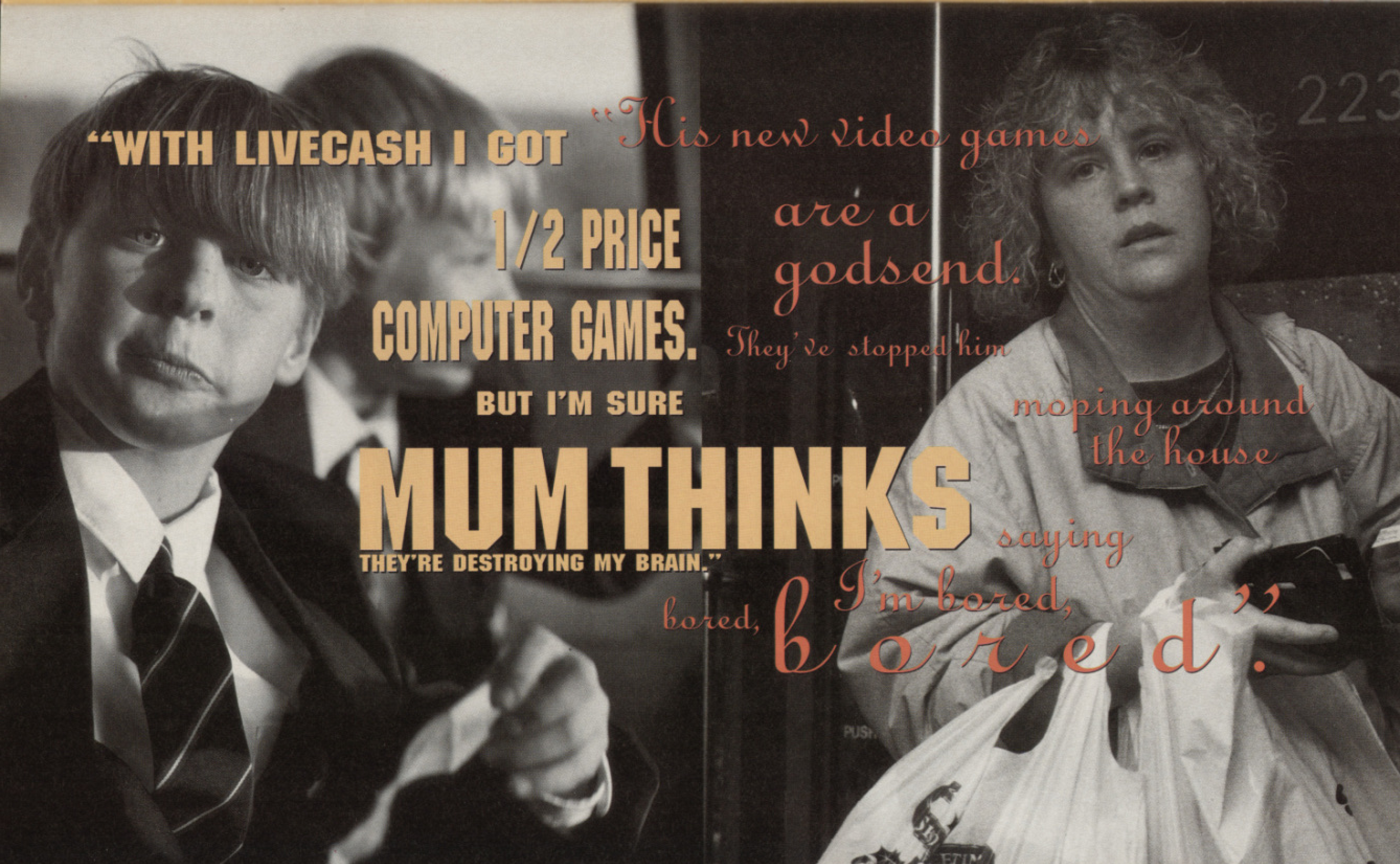




## EXHUMED

A five-level demo of the Doom game by Lobotomy, looking good and quite complex in its 27-level design. Created in the old 'tradition' of 16-bit playability. BMG reckon this is a biggie for them.









**MIDLAND**
*The Listening Bank*
Member HSBC Group

# CREAM OF SEGA

OFFICIAL CHARTS © ELSPA    COMPILED BY CHART TRACK

**A slightly streamlined Cream of Sega this month, due in no small part to the fact that someone bunged us a few quid for the bottom of the page. Next month, Cream of Sega returns in a new expanded format. Until then, here's the charts that count from our good buddies at Chart-Track and ELSPA. Numbers in brackets indicate last month's chart positions.**

## SALES CHART: SATURN

*Chart-Track's guide to the best-selling CDs.*

**1 (-)**
***PANZER DRAGOON ZWEI (SEGA)***
Justified new entry at No.1.

**2 (-)**
***X MEN: CHILDREN OF THE ATOM (Acclaim)***
Top game, suspect Pal conversion.

**3 (2)**
***VIRTUA COP (Sega)***
Rival manufacturers are now producing compatible guns.

**4 (3)**
***SEGA RALLY (Sega)***
Incredibly, some people have yet to purchase this.

**5 (-)**
***SHELLSHOCK (Core)***
Tank-tastic blasting fun with the home boys at Core.

**6 (1)**
***WIPEOUT (Sega)***
A big slip for the Psygnosis racer.

**7 (6)**
***VIRTUA FIGHTER 2 (Sega)***
An incredible 78th week on the chart. Probably.

**8 (5)**
***FIFA SOCCER 96 (EA)***
"Fair challenge by Fifa Soccer. Oooohhhh..." etc.

**9 (8)**
***WORMS (Team 17)***
Get Worms. It's better than having worms. If you see what we mean.

**10 (9)**
***F1 CHALLENGE (Sega)***
"Shut up baldie!"

ELSPA

## SALES CHART: MEGADRIVE

*Chart-Track's guide to 16-bit sales.*

**1 (1)**
***TOY STORY (Sega)***
"You sad, strange little man."

**2 (2)**
***FIFA SOCCER '96 (Electronic Arts)***
Silky smooth staying power.

**3 (3)**
***SONIC AND KNUCKLES (Sega)***
Soon to be reissued at a low price.

**4 (8)**
***AUSTRALIAN RUGBY LEAGUE (EA)***
Strong showing for this niche sim.

**5 (6)**
***ECCO 2: TIDES OF TIME (Sega)***
Blurp, blurp, zwzzzz, plink!

**6 (4)**
***SONIC 2 (Sega)***
Like Sonic & Knuckles, this is soon to officially reappear at £19.99.

**7 (-)**
***MICRO MACHINES 96 (Codemasters)***
Topper table-top fun returns.

**8 (5)**
***MICKEY MANIA (Sony)***
Stale cheese.

**9 (-)**
***DYNAMITE HEADDY (Sega)***
A welcome return for this discounted classic.

**10 (-)**
***MICRO MACHINES 2 (Codemasters)***
Broom broom! Put put put.

ELSPA

## BE AN OPINION FORMER

Next month's expanded Cream of Sega will list the games you most want and those you are most looking forward to. Just fill in the coupon. Also, take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game! Congratulations to last month's winner, Stephen Gittins from Durham.

MY TOP THREE SATURN GAMES ARE:

____________

____________

____________

I'M MOST LOOKING FORWARD TO:

____________

____________

____________

I PREDICT THE MOST POPULAR GAME WILL BE:

____________

NAME:
ADDRESS:

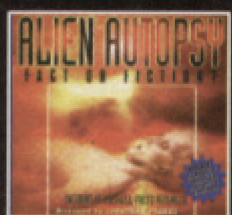
Send to: *Cream of Sega*, MEAN MACHINES SEGA, EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.


live the spirit
AUTHENTIC
OLYMPIC GAMES
100
Atlanta 1996
COLLECTION
A football game lives or dies on the strength of its gameplay.
You can have the best graphics and sound in the world but if the game doesn't play football then forget it!
Olympic Soccer however, has everything.
Olympic Soccer excels in the playability stakes, it combines speed & skill control with breathtaking end-to-end action.
OLYMPIC SOCCER
Atlanta 1996
US GOLD
PLAYSTATION™
SEGA SATURN
PC CD-ROM
Available Summer '96
U.S. GOLD
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the fusion of speed, strength & skill

# VIDEO CD *REVIEWS*

**CDs you can watch – all compatible with your Saturn if fitted with Sega's Video CD card.**

## ALIEN AUTOPSY – FACT OR FICTION?




This is a follow-up to last year's Incident at Roswell documentary (which examined the US government cover-up surrounding the supposed crash-landing of a 'manned' UFO in 1947) presenting the full, unexpurgated footage apparently showing the autopsy of one of the craft's alien occupants. This programme, which also interviews a variety of experts and witnesses who discuss the validity of the footage, has its cred diminished by the presence of deadly earnest link man Jonathan Frakes (he of Star Trek The Next Generation) and the persistent belief that any serious debate over the events at Roswell has been eclipsed by what must be an elaborate hoax.

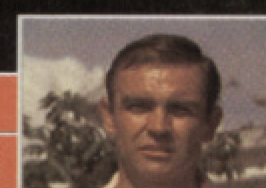
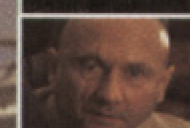



| | |
|---|---|
| CERTIFICATE | E |
| PRICE | £12.99 |

## YOU ONLY LIVE TWICE (1967)




As the 007 phenomenon reached its peak, an increasingly dissatisfied Sean Connery was pressed into service for the fifth time. The unlikely team of writer Roald Dahl and director Lewis Gilbert steered the series into unprecedented realms of excess – the action ranging from outer space to bustling Tokyo and, incredibly, the inside of a vast volcano. Donald Pleasance is a sneering Blofeld in one of the most memorable performances of his career, and the whole overblown affair is impressive enough to warrant consideration as one of the greatest action films of the Sixties. As with Philips' other Bond Video CDs, encoding is top notch.

| | |
|---|---|
| CERTIFICATE | PG |
| PRICE | TRIPLE PACK PRICE £29.99 |

## MARILYN – PORTRAIT OF A LEGEND

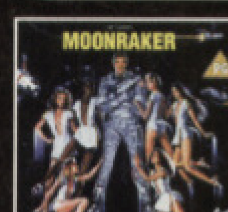



Those used to the objective nature of most British documentaries may find this American examination of Marilyn Monroe's life and career a bit schmaltzy. There are nevertheless highlights in the shape of Marilyn's TV commercial for 'Royal Triton' gasoline, the complete Cinemascope trailer for How To Marry A Millionaire and an extract from Let's Make Love. Much of the remainder of the disc comprises newsreel footage (including the Happy Birthday To You Mr President address to JFK) and the memories of sole interviewee, author Robert Slatzer. Encoding is OK, but the usually grotty source footage is seriously distracting.




| | |
|---|---|
| CERTIFICATE | E |
| PRICE | TBC |

## MOONRAKER (1979)




As Star Wars fever raged, the Bond producers sent 007 into space to investigate the theft of a number of Space Shuttles. It's all the work of dastardly Hugo Drax (Michael Lonsdale) who is populating a radar-cloaked space station with a master race of beautiful people. Easily the most absurd Bond film ever made, this had precious little to do with the Ian Fleming novel it was supposedly based on. Michael Lonsdale is suitably creepy, Richard Kiel's steel-toothed baddy Jaws has his moments, and Roger Moore understandably plays it for laughs. Only the 'chucked out of a plane without a parachute' scenario of the pre-credit sequence still impresses.

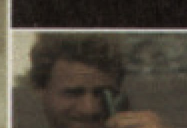



| | |
|---|---|
| CERTIFICATE | PG |
| PRICE | TRIPLE PACK PRICE £29.99 |

## SURF O'ZONE




There are those who will earnestly assure you that surfing is the very essence of life – that the synchronicity between man and wave is unrivalled in the rich realm of human perception. Well, we're having none of that here. This is an hour's worth of blokes riding the Californian waves in another example of that most bewildering sub-genre – the surf movie. With none of the charm of those smart beach party films they used to make in the Sixties, this is nevertheless partially redeemed by soundtrack music from the Red Hot Chili Peppers, Ice-T, Jane's Addiction and Pato Banton. Like the Marilyn Monroe disc, Surf O'Zone is part of a new range of American discs distributed in the UK by Digital Disc Entertainment.

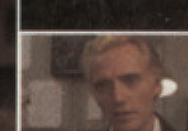



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|---|---|
| CERTIFICATE | E |
| PRICE | TBC |

## A VIEW TO A KILL (1985)

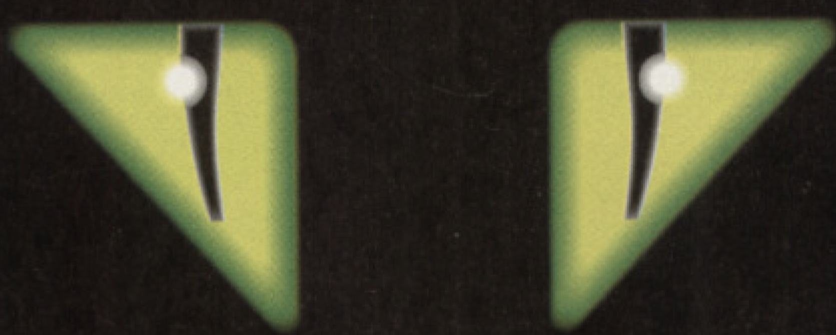



Armed with a bevy of stuntmen, an aging Roger Moore saw out his tenure as James Bond looking more than a bit overwhelmed by the pace of this film. The always excellent Christopher Walken is Max Zorin, a genuinely frightening nutter who plans to sink Silicon Valley and take over the world's microchip production with the help of his kick-boxing lover Grace Jones. Fiona Fullerton and ex-Charlie's Angel Tanya Roberts are the decoration but Walken steals the show. Highlights include the scenes in the Eiffel Tower, the impressive minecart scrap and the surprisingly good Duran Duran theme. Like the other Bond films reviewed here, this is available as part of three new triple packs of 007 Video CDs.

| | |
|---|---|
| CERTIFICATE | PG |
| PRICE | TRIPLE PACK PRICE £29.99 |

# IS BANKING ALIEN TO YOU?



We interrupt this magazine to bring you an important communication ....

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They have come for a Cashcard Account - The only Account that makes sense, right across the Galaxy.

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You will also automatically be entered into a free prize draw to win either a mobile phone with 13 months free line rental or a mini Hi-Fi system. We're giving away two each month until 31st October.

You can open a Cashcard Account today by calling freephone:

## 0500 64 64 64

and quote: MCC SEG

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Full details about the promotion offer and prize draw are available from your local branch or on freephone 0500 64 64 64. Entry to the prize draw is free, no purchase necessary. Applicants must be between 11-17. Interest on credit balances will be payable net of basic rate of income tax, or subject to the required certification, gross.
A customer with a Cashcard Account will be a depositor with, not a shareholder of, the Society. No membership rights in the Society are conferred upon depositors, nor do they, unlike shareholders, have a right to attend meetings of the Society or to vote on resolutions. Applications subject to status. Only one Cashcard Account per person. The Alliance & Leicester reserves the right to withdraw this promotion at any time. Alliance & Leicester Building Society, Heritage House, 61 Southgates, Leicester LE1 5RR.

| PROJECT | |
|---|---|
| SONIC 3D | |
| PUBLISHER | |
| SEGA | |
| INITIATED | |
| JULY '95 | |
| RELEASE | FORMAT |
| NOVEMBER '96 | MEGADRVE |
| DEVELOPERS | |
| SEGA | |

# SONIC 3D

**Conjecture on 'Sonic 4' has been rife ever since Sonic and Knuckles went on sale. MEAN MACHINES now bring you the facts of the BIG Megadrive game of 1996.**

There have been doubts that the 16-bit system would ever see its hero star in a new game. These fears were finally dispelled when Sega asked us (and only us!) to meet Katsu Sato, producer at the UK end of Sonic 3-D.

As you might expect, a lot of work is being done at Sega's Japanese HQ, but less widely publicised (ie secret) is the UK involvement in the project. 32MEG Sonic 3-D will be massive on Megadrive come November. Stick with MEAN MACHINES for further exclusive coverage.






## LAID OUT



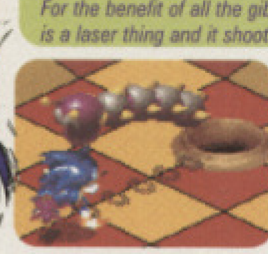


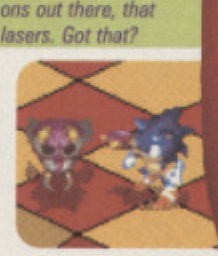
The isometric nature of Sonic 3-D means larger and more complex level designs than any previous Sonic game, and a different method of level construction. Huge isometric designs have been created for each of the 14 stages, allowing the designers to get a sense of elevation and orientation. Although the game has an open, explorative element, the course of each level has been simplified by sectioning it into areas, each containing five flickys (see box). Generally, Sonic starts in the lower echelons of a level, being catapulted to the higher, more taxing areas where the flickys are harder to grab.





*For the benefit of all the gibbons out there, that is a laser thing and it shoots lasers. Got that?*







## HIStory: PAST, PRESENT, FUTURE

### 1. SONIC THE HEDGEHOG




### 2. SONIC 2



### 3. SONIC SPINBALL



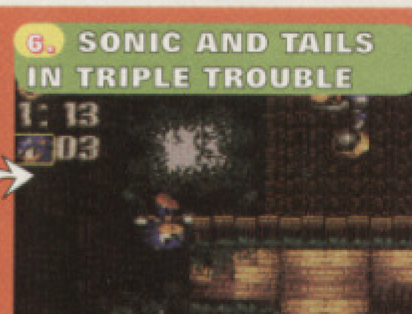
### 4. SONIC CD




### 5. SONIC 3



### 6. SONIC AND TAILS IN TRIPLE TROUBLE



### 7. SONIC & KNUCKLES











These creatures contain the Flickies that you're after. Kill them and collect the bird that pops out.

**15. SONIC 3-D**



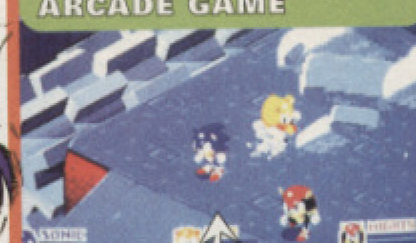
**14. CHAOTIX (CAMEO)**



**13. SONIC FIGHTERS**



**12. SONIC: THE ARCADE GAME**



# FLICKY DISCO

As detailed in the 'influences' section on Sonic 3-D, an old Sega coin-op, Flicky, plays some part in the structure of the game. 'Flicky' is how the Japanese describe the little bird creatures that emerge from the badnik enemies that Sonic destroys. In previous Sonic games, once a creature was freed, it played no further part in the action. In Sonic 3-D, the whole basis of the game is to collect the little birds and lead them Mother Hen-stylee to the exit. Flickys wander aimlessly without Sonic's guidance, and any collision he might have sends them off on one. At the moment there are various colours of flicky, but no plan to give them varying characters.





You've got to concentrate on destroying the robots containing the little Flickies, and then they'll emerge and follow you around. You'll know how many you have to collect by looking at the bar in the bottom right hand corner of the screen.



Sonic and his pals shoot off, down to the next sub level. Look at ze leetle birdies. Good Ya?

**8. SONIC DRIFT**



**9. SONIC LABYRINTH**



**10. SOLEIL (CAMEO)**



**11. BUG! (CAMEO)**



## CANNON-BALL RUN

There will be many ways to get about Sonic 3-D. One worth seeking out is the cannon, which catapults Sonic several screens in spectacular fashion.





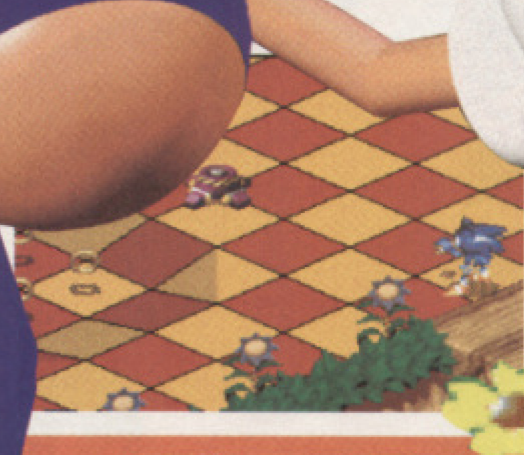
## LOOP DE FLICKIN' LOOP

It was a basic requirement, Mr Sato explains, to get the trademarks of Sonic – speed runs and daredevil loops – incorporated into the game, but the technical problems posed by the 3-D viewpoint created formidable problems. However, this sequence shows a stunning loop sequence comically orchestrated with Sonic activating a pad to be catapulted through a set of one-way 'supermarket' swing gates. Planned for other levels are high-speed vaccuum tubes and long downhills ramps.









## TREAT 'EM MEAN





*That television set you can just see, conatins the all new Fire Shield. Hurrah!*

For the first time, Sonic has had to be rendered in all three directions. The 3-D sequence in Sonic 3 demanded a back and side view, but the total control afforded the player in the new game requires a more sophisticated approach, putting pressure on the programmers to compress all of Sonic's four-way movements in the memory allowed. It's also given the team an opportunity to spruce up the old trouper. Jo Bladen, Sega's Product Manager, explains that they were concerned that many of the licensees portrayals (she mentioned Sonic underpants at this point) made Sonic out to be too cuddly. The team on Sonic 3-D are keen to adress this and return him as a lean, mean spiky speed machine.





1 *What's that Shadow, eh?*

2 *Oh my God!! It's Eggman! Yes Robotnik returns at the end of the first stage...*

3 *...in his newest space-type contraption. "What does it do?" I hear you cry, well...*

# SONIC 3D





## THE OLD GUARD

Inevitably, Sonic's mates get roped in. Tails and Knuckles are being hidden at various points around the environments (some more obscure than others) and when Sonic brings rings to them, they offer access to two separate bonus games. We could garner no details about these as yet.



*Instead of charging up your super roll, there is a button now to do it for you. The loops are now easier to go round.*




*(Above) Blimey, that's interesting isn't it? (Right) The sequence to the right shows how Sonic finishes a stage. By throwing the Flickies down through the giant ring, Sonic opens the doorway for himself to go through.*



*Sonic is in hot pursuit of a big fat bloke called Eggman, with a couple of birds following him. Marcus wishes that his Saturday nights bore some resemblance to this sort of thing.*



## POT POURRI

Interrogated by MEAN MACHINES on the influences behind this departure for Sonic, the team spilled some beans. We added some of our own deductions:

### SONIC LABYRINTH



The familiar chequerboard is back, and the new game has essentially the same control feel as this Game Gear title of last year.

### FLICKY



An ancient coin-op/Megadrive game regarded as a bit of a classic. The idea of saving little birds (even the name is retained) is strikingly similar, and the cute following routine is replicated.

### DONKEY KONG COUNTRY



Rare's graphical tour-de-force on the SNES spurred the Sonic 3-D Team to show the same quality of rendered graphics could be done on Megadrive.

### SUPER MARIO RPG



Coincidence: the fact the first major Mario game in years uses an isometric viewpoint too? We don't think so. But the game styles are radically different.

## BOSS




*...it drops blinking great spikey ball things and they hurt mum! Sonic watches on...*




*...and thinks "I've had enough of that," and promptly goes after Robotnik.*




*Yeah! Kop some of that you fat eggy type baddie! Sonic DEFINITELY means business!*




*Ta Da! Robotnik is struggling, and his craft is down. But for how long we wonder?*

**PROJECT**
SONIC X-TREME

**PUBLISHER**
SEGA

**INITIATED**
SUMMER '95

**RELEASE**
WINTER 98

**FORMAT**
SATURN

**DEVELOPERS**
SEGA TECH. INSTITUTE

**There was only one way for Sonic to go on his Saturn debut, and that was into the third dimension. Sonic Xtreme debuted at the Los Angeles Electronic Entertainment Expo, and caused quite a stir. A video showing the basics of the new game and a single demo level was Sega's low-key way of introducing potentially their big seller of the year.**

'Xtreme is the work of the Sega Technical Institute, who were previously responsible for big projects from Sonic 2, Sonic & Knuckles and Comix Zone. The producer, Mike Wallace, is aware of the pressure on him to perform, but he is confident in STI's ability to deliver. Their in-house developed system tools started out producing effects that were initially 'what we were happy with' and have progressed to 'mindblowing'. On the evidence of the 3-D manipulation in the demo, the analysis is justified.











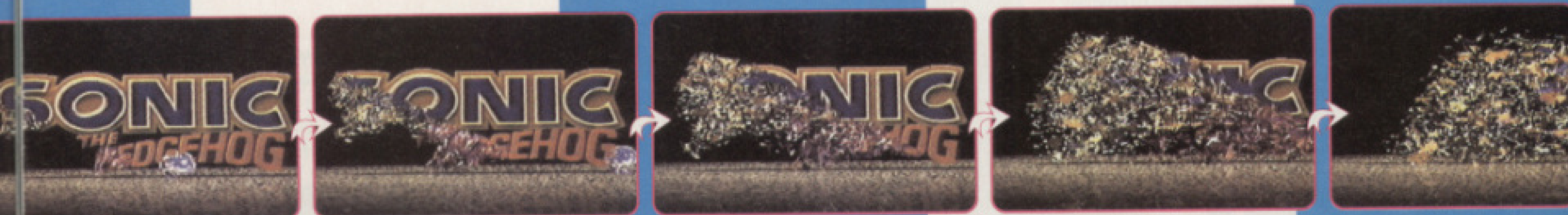



## SONIC REVOLUTION

Sonic Xtreme is constructed in three-dimensional levels, and Sonic has complete freedom to move through these. Running in and out of the screen is possible in 'Bug' style, as is running up and down inclines and ramps. Despite this, the speed of the original Sonic is maintained, with the ability to race through levels. The most dazzling new feature is '360 degree world spin'. This flips the scenery so that ceiling becomes wall, then floor then opposite wall. It's more than just a special effect, as many of the game's levels have areas only accessible with this move. The game also features a Reflex Lens effect, when the scenery is warped into a spherical shape.







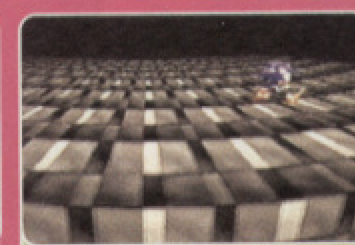




## SCENIC WONDERS

The SGI rendered scenery is reminiscent of previous Sonics, with its cubic decoration and angular designs, but new areas have been designed: lava caves and jungle zones among them.


*The reason this looks all circular and out of proportion is due to the Reflex Lens. Well it sounds good doesn't it?*


*Wow! Look at all those baddies! Packed full of action this game is. I don't know how the Saturn can cope!*

# SONIC X-TREME







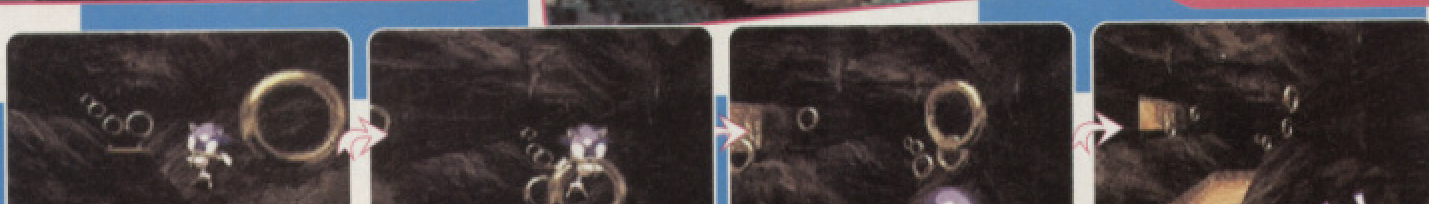


## SHARPER CUT

Perhaps in response to claims that Sonic's getting a softer image, Xtreme will feature two new aggressive moves in addition to the awesome world spin. Spin Slash sends Sonic rocketing across the playfield utilising his spines like a mammalian buzzsaw. More mysterious is the ring-throwing move. Sonic can apparently cast his collected rings back at threatening enemies.



*Don't mess will this fella, or he'll whip out his spikey balls and hit you. Maybe.*


*The idea with this level, is that Sonic is running towards the screen, collecting the rings as he goes...*

*...but how anyone can tell what is coming is beyond me. Hopefully the wonder of 3D will reveal all.*



## SONIC STRUCTURED

Sonic gameplay will be quite different in Sonic Xtreme. Although racing through a level is still possible, exploring each of the 15 vast play areas is vital to uncovering bonus stages and Chaos Emeralds that reveal the game's true finale. The levels are being constructed to emphasise a different move in Sonic's repertoire. Some will test skill in jumping, others require constant running.

WORK IN PROGRESS

| | |
|---|---|
| PROJECT | HEART OF DARKNESS |
| PUBLISHER | SEGA |
| INITIATED | EARLY '93 |
| RELEASE | SEPTEMBER '96 |
| FORMAT | SATURN |
| DEVELOPERS | AMAZING STUDIOS |

**'Interactive movie'. Not good, is it? A couple of years back, interactive movie was on everyone's lips. The genre was pioneered by Seventh Guest, a rendered haunted house romp by an unknown developer called Trilobyte back in the early nineties. Interactive movies were hot, and the CD format was going to bring a spate of them.**

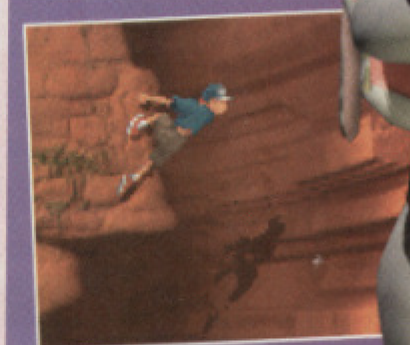
1996 has arrived and Virgin, pioneer of the whole 'Hollywood' approach to video gaming, has dispensed with Trilobyte's services. Lack of basic interaction and widespread disillusionment of gamesplayers has brought the genre into disrepute. The follow-up to Seventh Guest, 11th Hour, arrives not with a commercial bang but a whimper on PC. 'Interactive movies' is about as attractive as British beef.

And throughout this entire period, a select band of French programmers and artists and musicians are working on a single project that inevitably draws comparisons with the traditions of animated movies. This band, Amazing Studios, is in fact the cream of French development.

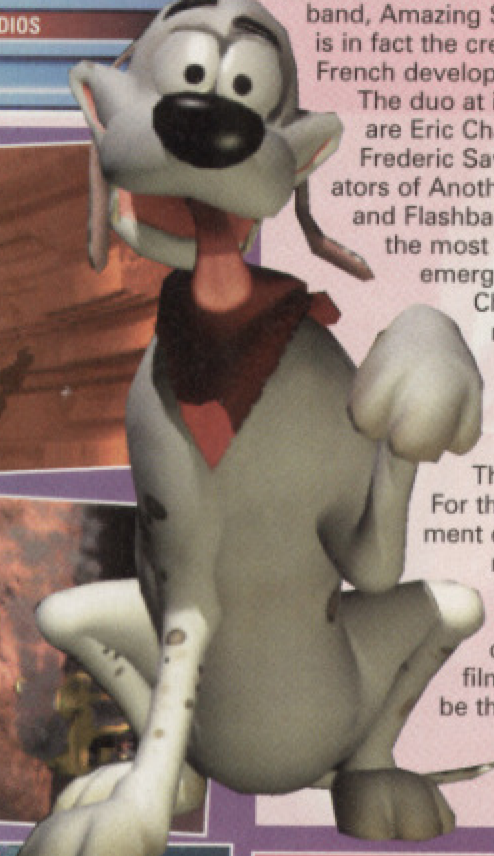
The duo at its heart are Eric Chahi and Frederic Savoir, creators of Another World and Flashback respectively: the most successful console games ever to emerge from Le Republic.

Chahi and Savoir created these landmark titles at Delphine, who have gone on to take the Conrad Hart character further with Fade to Black. However, the pair left to form Amazing, with the aim of creating something darker than 'Black: Heart of Darkness.

Their efforts, four years on, have cost upwards of $1m. For the money, the game now in the final stages of development exceeds the limited interaction of so-called interactive movies. It's better described as a fully 'interactive action', with the production values associated with animated film. Saturn owners will be the first to judge the final product this September.









*Andy swims through a complete section of the game, with subaqueous culverts and potholes. Underwater he has a new set of controls to master, as well as the need for oxygen.*

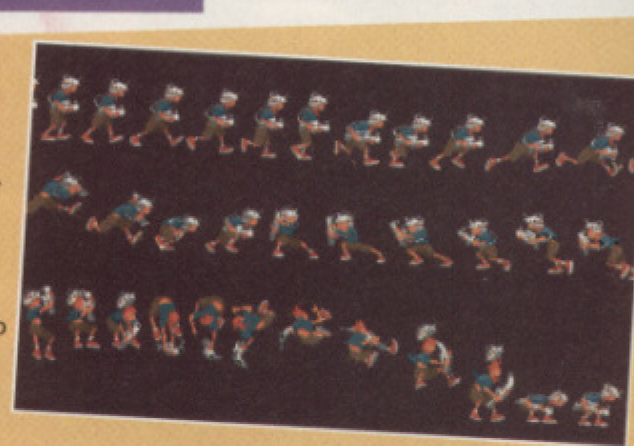
*Watching the wildlife: man-eating plants lie in wait amongst the dense foliage of the jungle section.*





## EVERY LITTLE STEP

The animation within Heart of Darkness may well be the best ever for an interactive computer game. Andy, the lead character, has had every one of his 1500 frames of animation individually keyed. And all of these are for movement in one direction, with the program able to flip these to their mirror-image in realtime. The transition between individual sequences of action animation has been made seamlessly. No less attention has been paid to the game's denizens; shadow monsters, venus fly traps and underwater monsters.



**One of the longest-awaited developments of the Nineties, the gargantuan Heart of Darkness threatens to eclipse all other games of 1996...**

# OF DARKNESS











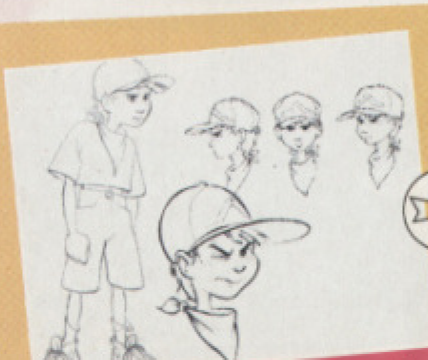




## INTO THE VOID

Heart of Darkness begins with Andy, an average kid and his dog Whiskey. Andy has a tough time at school with a sadistic teacher who punishes him by locking him in a dark cupboard. Unsurprisingly, Andy has a fear and fixation with the dark. He takes Whiskey one evening to the park to witness a total eclipse. Duly, the dark disc of the moon passes over the sun and an eerie gloom descends. With it, Andy feels a sudden inexplicable sense of evil. Daisies underfoot wither and die. Suddenly, Whiskey is seized by an unseen force and dragged into the darkness of the eclipse. The light returns, but not the dog. Andy rushes home and prepares his machine for imaginary travel for a voyage into his own fears to recover his only friend, in the Heart of Darkness.





Hundreds of 'roughs' were made to mould Andy's character before actual animations.



A detail of the long strip of Andy's animation 'cels'. The game uses 3000 of these.



A pencil sketch of the nasty teacher who makes Andy's life a misery.



Chimps' tea party. It's Amazing development, thinking of ways to spend a milion.

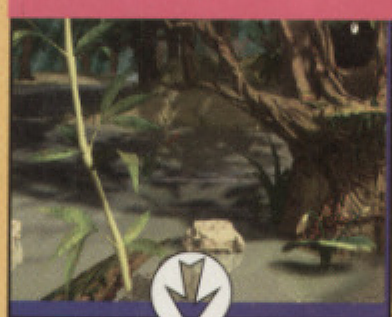


# LANDSCAPES OF THE PSYCHE



With their own fantasy world, the Amazing team had freedom to create landscapes and environments at their whim. When playing, the scene moves through a single plane (ie. left to right and vice versa, not into the screen), but the visualisation gives the game incredible depth and solidity. The scenes convey familiar settings, like jungles, towering mountains and canyons and a dark demonic lair at the nexus of the world. All these 'background' graphics were created in 3D Studio. Although this has become the standard development tool for graphics within the industry, when Heart of Darkness was begun four years ago, it was a leading-edge tool. In any case, tools are just tools to Amazing. They wanted to avoid the familiar 'rendered' look brought about by using conventional pre-packaged textures. They created their own natural textures to give the world a lush and painted look. They also sketched all the scenes by hand first, like Disney backdrops, and the faithfulness of the game's graphics to these hand-drawn depictions is stunningly demonstrated here.

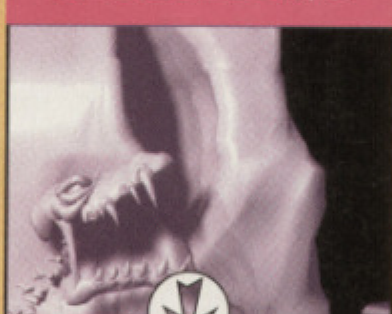
| SKETCHING | SKETCHING |
|---|---|





| MODELLING | MODELLING |
|---|---|

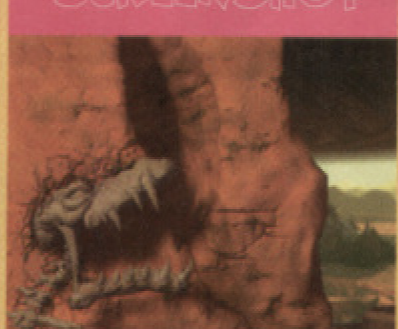




| SCREENSHOT | SCREENSHOT |
|---|---|



How Amazing go about turning an artist's idea into a game environment.



The line drawing becomes a shaded render in 3D studio, and thence coloured.

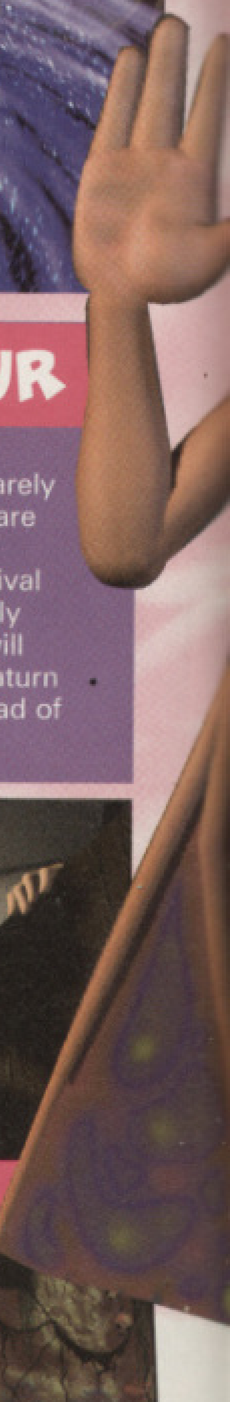






Andy's using a laser here, but Claire has thoughtfully hidden him with a dog's arse.





# DARK'S SAVIOUR

The train of events that led to Sega publishing Heart of Darkness on Saturn in place of Virgin, is the kind of stuff rarely disclosed to us mag journos. Generally, dirty green-backs are involved. The simple fact of the matter is that Heart of Darkness, now four years in design, is well late. Sega's arrival with a strong bid to publish the Saturn version will probably help the game in its final months of development. Virgin will retain right to all other formats. The benefit is purely for Saturn owners, as a September release is six weeks (at least) ahead of PC, with Playstation relegated to 'sometime in 1997'.



A minion called Blob, allegedly.

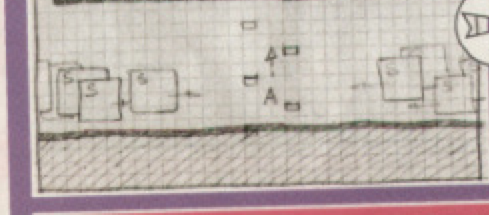


'Sir'. No slack Sixties progressive methods here.











The very first step is to create a game map, showing Andy's possible routes.

## STRIKE UP THE BAND

Surprisingly, sound can be more effective in creating a film-like atmosphere than graphics. Many games aspiring to the effect with stirring scores have fallen flat with synthetic-sounding music. Heart of Darkness has allocated some of its sizeable budget to employing a Hollywood composer, Bruce Broughton. His scores include several family movies; Baby's Day Out, Miracle on 34th Street and Honey, I blew up the Baby. To convey the true quality of his arrangements, the music was recorded by an 88-piece orchestra.

The trio in charge of sound effects have an equally illustrious background, most recently working on scary hitman movie, Leon.

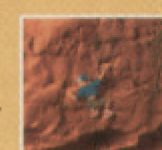






## CHOREOGRAPHICS

Actual gameplay within Heart of Darkness conforms to the weird amalgum of the Delphine classics Another World and Flashback. You have complete control over the Andy character within the environment, but timimg is more important than in the average 'platformer'. In Heart of Darkness, 'scenes' develop, with Andy facing specific modular tasks. An example of this scenic approach is where Andy scales a sheer cliff-face by finding hand holds. At the top, he must perform a perfectly-timed jump onto the tailbone of a huge fossilised dinosaur. The reward for such skill is the spectacular crumbling effect of the delicate skeleton as he makes the leap.



## LOOKBACK

The two games without which Heart of Darkness wouldn't have come about...



### ANOTHER WORLD

Using polygons to create amazing animation effects, Another World was a movie-style game that still offered playability. A sequel 'Heart of the Alien' was prepared for Mega-CD but never released.

### FLASHBACK

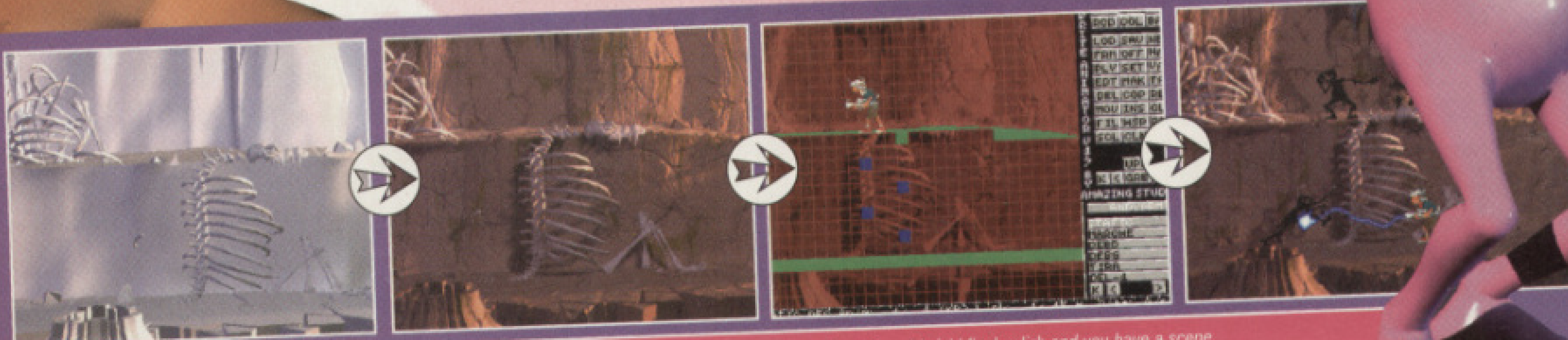
More conventional platform game, but raised above the throng by superb atmospherics, strong plot and lifelike animation from player and enemy alike.











This becomes a graphic representation (bone 'stairs') and from there a working game scene with collision detection grid. Add final polish and you have a scene.

**PROJECT**
DESTRUCTION DERBY

**PUBLISHER**
SEGA

**INITIATED**
DECEMBER '95

**RELEASE**
JULY

**FORMAT**
SATURN

**DEVELOPERS**
PSYGNOSIS

**Much of the Playstation's initial impact was down to its earliest titles – Psygnosis' Wipeout and Destruction Derby were two games that had owners dribbling over their pointy joypads. The times they a-changin', however, and Psygnosis have commissioned a conversion of Destruction Derby to join the Saturn version of Wipeout. Perfect Entertainment (see page 84) have once more been entrusted with dusting off the Playstation's crown jewels for a new audience.**

So what's all the fuss about? Well cast your minds back to those tacky American TV shows that used to turn up during the school holidays – you know the sort of thing, Hollywood's Greatest Prangs; endless clips of stock cars being driven by Hollywood's greatest prats. If the thought of a driving scenario being adopted as a thinly-veiled excuse to instigate multiple pile-ups appeals to you, then Destruction Derby looks like being right up your alley. Perfect's conversion of the game is far from finished, but these pictures show that we're in for a rough ride...





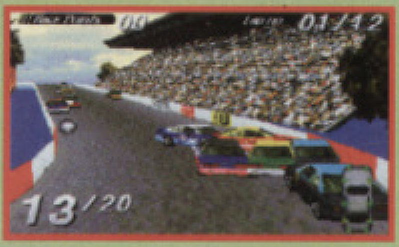

# DRIVING MISS CRAZY

It's stock car-tastic fun all the way with five courses to plough and skid through. The finished game should present you with the option to play each track as a time trial, a duel against another car, a demolition derby or a conventional race against 19 computer-controlled opponents.




## SPEEDWAY

This is a straightforward, if fast moving, course which is useful for getting used to the handling of your car before you progress to tougher tracks. The course has a basic 'Indy 500' style oval design which should mean that opposing cars pose more of a problem than navigation and handling.



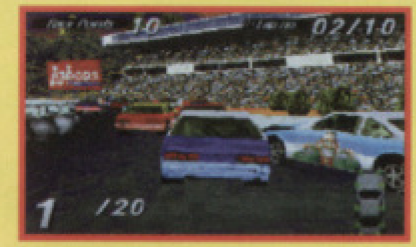







## CROSS OVER

This is a 'figure of eight' track which gets really interesting when stray traffic starts clogging up the cross over section. Getting hit by speeding cars in the cross over section can send you spinning off and inadvertently heading down the wrong branch of the track.







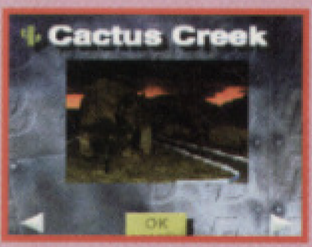



## OCEAN DRIVE

Although this picturesque course is lined with palm tress and is of a relatively basic loop construction, the section where the road narrows to the width of only one car is to be treated with caution. Try not to let your road rage get the better of you if you get stuck in a traffic jam. On the other hand just ram everyone for a laugh.






## CACTUS CREEK

The most bendy and twisty of all the tracks on offer is a nightmare of cross overs and tight curves. Expect to take a lot of damage on your way round and try not to lose your bearings. Or the front half of your car.





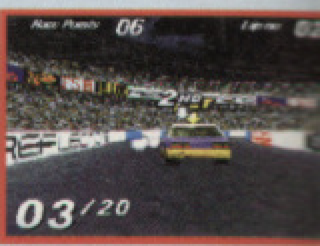





## CITY HEAT

A square-shaped track through a grimy inner city. Although this looks quite simple, and the scenery doesn't give much cause for distraction, there's a very unpleasant chicane after one of the curves which is actually one of the most difficult areas in the whole game.



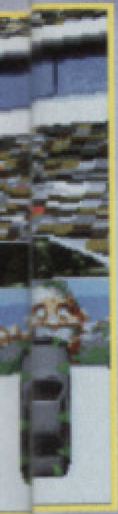



# ction derby







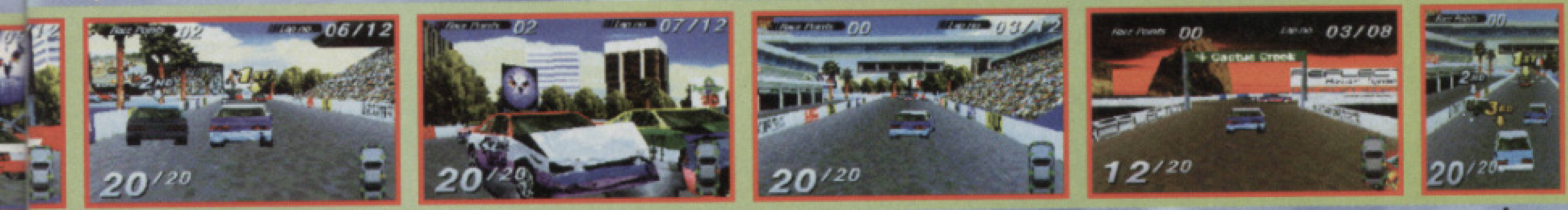






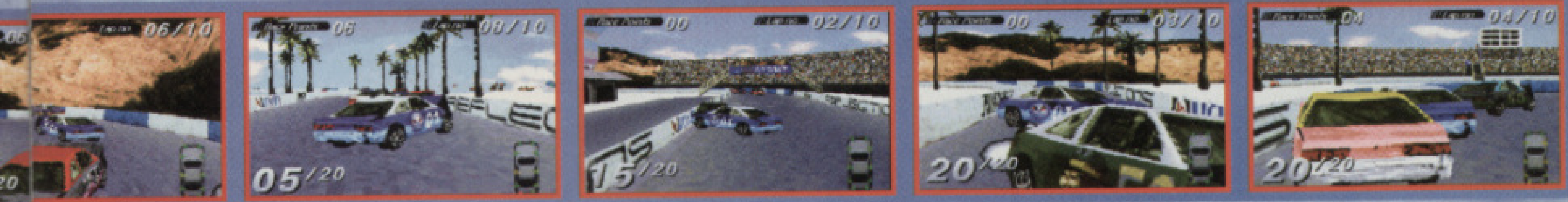








One of Destruction Derby's greatest attractions is the opportunity it affords you to re-enact your favourite Burt Reynolds movie...





...the cops are on your tail, in the passenger seat is Goldie Hawn (or another Seventies babe) and you're tearing towards a busy junction...



...woh...woh...(she starts screaming as the bustling crosstown traffic approaches)... woh...(slow motion sequence begins) S...H...*...* ...!

PROJECT
SPACE HULK

PUBLISHER
ELECTRONIC ARTS

INITIATED
MAY 1995

RELEASE
AUGUST

FORMAT
SATURN

DEVELOPERS
KRISALIS

**Something jolly large and damn scary is about to spring out of your Saturn-enhanced screens. If you've got a spare pair of trousers, go get 'em now!**



**If there's one thing Electronic Arts can't be accused of, it's of not getting their money's worth on a licence. Having teamed up with the legendary Games Workshop many moons ago to produce Space Hulk games, we're now seeing the licence make its final (?) journey from the likes of PC, Amiga and 3DO to the next gen consoles.**

The basic story behind all of the Space Hulk games sees you as the chapter commander of an elite squad of Space Marines, working through a number of missions – each with a different scenario and each with a different mission objective. The Space Hulks themselves (where the various missions take place) are enormous derelict star cruisers that have found themselves floating helplessly in deep and unpopulated space due to warp engine failure. Though the human occupants are long since dusts, a deadly and unique species of alien – known as Genestealers – have infested these craft, using them as sort of Trojan Horses to infiltrate into human space. Some missions set you the task of 'cleansing' key locations on-board utilising your flamer-equipped marines, while others might be more simple 'seek and destroy' missions. The common element, no matter the mission type, is your trusty band of soldiers; each kitted-out with the latest in hi-tech weaponry and armour. Grrr! Let me at 'em!



## BEHIND YOU!

Believe me, you DO NOT want to get as close to the Genestealers as I had to to get these pictures. They're as tough as hell, show no fear, and like nothing more than pulling your nostril hairs out one by one. Git.









*Hello, I represent Grinco Ltd. Could I interest you in any of our latest teeth-sharpening products?*













## TOOLS OF THE TRADE

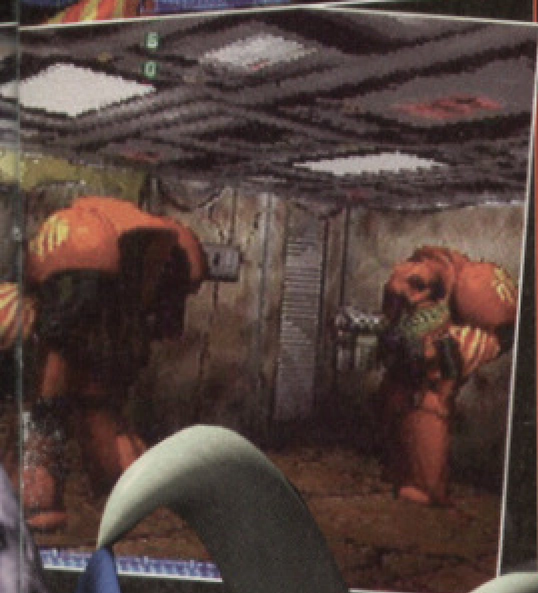
Your marines are the roughest, toughest human warriors in the universe. To augment their impressive courage and combat skills, each marine has access to not only the finest power armour available, but some right tasty weaponry!

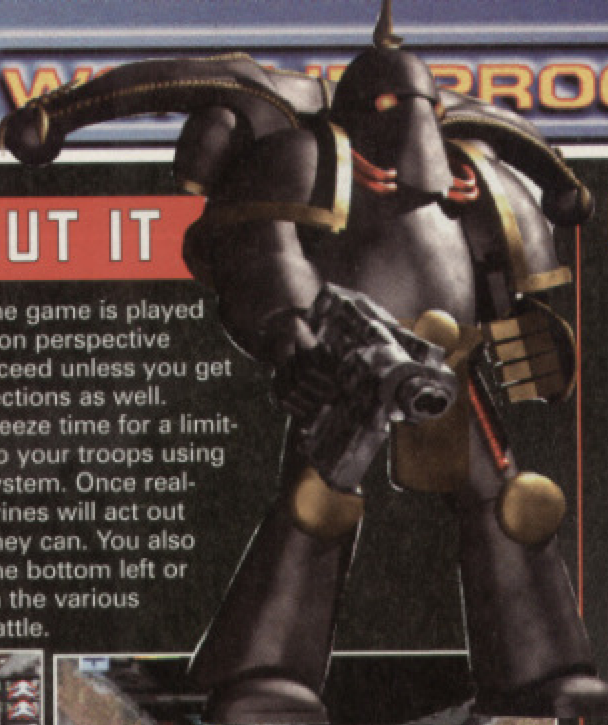
### FLAMER

Many of the missions require you to 'cleanse' infested areas on a Space Hulk. On these missions your flame thrower-armed marines MUST be protected until they can hose down the walls with flammable contaminant and drop the match. Woof!



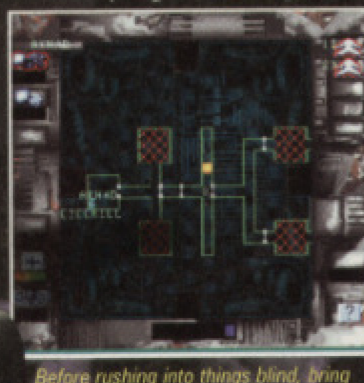






## THINK ABOUT IT

Though a large portion of the game is played as a Doom-esque, first-person perspective action game, you won't succeed unless you get to grips with the strategy sections as well. During a mission you can freeze time for a limited period and give orders to your troops using a simple icon-based map system. Once real-time returns, your loyal marines will act out their given orders as best they can. You also get a miniaturised map in the bottom left or your action screen to watch the various marines' progress during battle.



*Before rushing into things blind, bring up the map and have a quick plan.*



*Keep an eye on the map in the corner to avoid ambushes.*



*Before each mission, plug your trooper in for a full briefing.*





# SPACE HULK

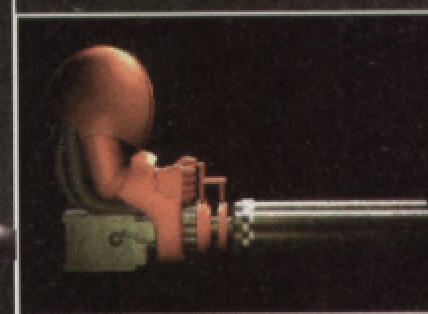






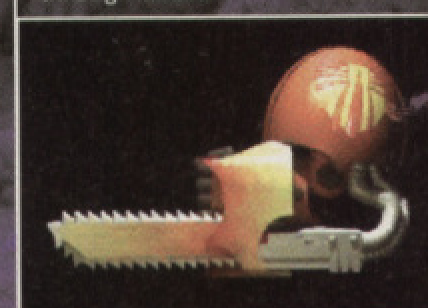
## ASSAULT CANNON

Known in many other games as a chain gun, this is one serious spinning son of a bitch. Got a corridor full of gittish aliens? No problemo, just open her up and brace yourself for some major recoil.



## CHAIN FIST

No prizes for guessing how this little beauty works! Get up close, cover your eyes, and let the titanium blade do the talking! It's also pretty handy for getting through doors.



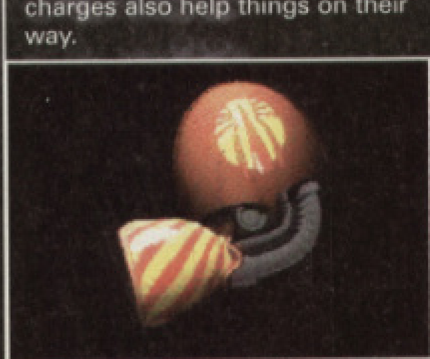
## STORM BOLTER

Time, methinks, to introduce you to some of the more hardcore weaponry. This here's yer basic, standard issue blaster. It tends to jam a bit if fired too rapidly, but it has plentiful ammo and does the job.



## POWER GLOVE

A standard piece of ordinance for a marine, the Power Glove acts not only an excellent shield, but as an hard-hitting close-range resort. Arching electrical discharges also help things on their way.



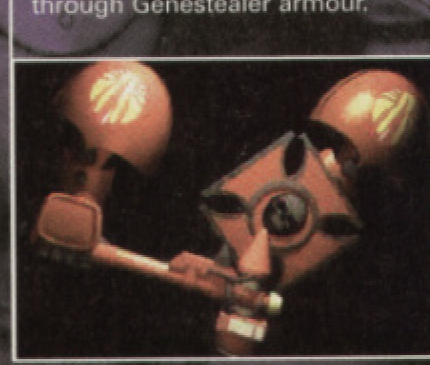
## LIGHTENING CLAWS

By no means a ranged-combat weapon, the Lightening Claws are, however, absolutely superb for marines who like to get stuck in with their hands. Find a room full of aliens, crack your knuckles, and get suck in!



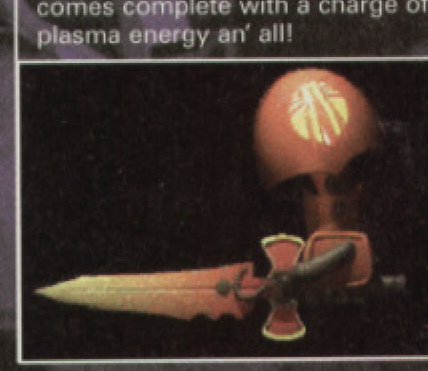
## THUNDER HAMMER

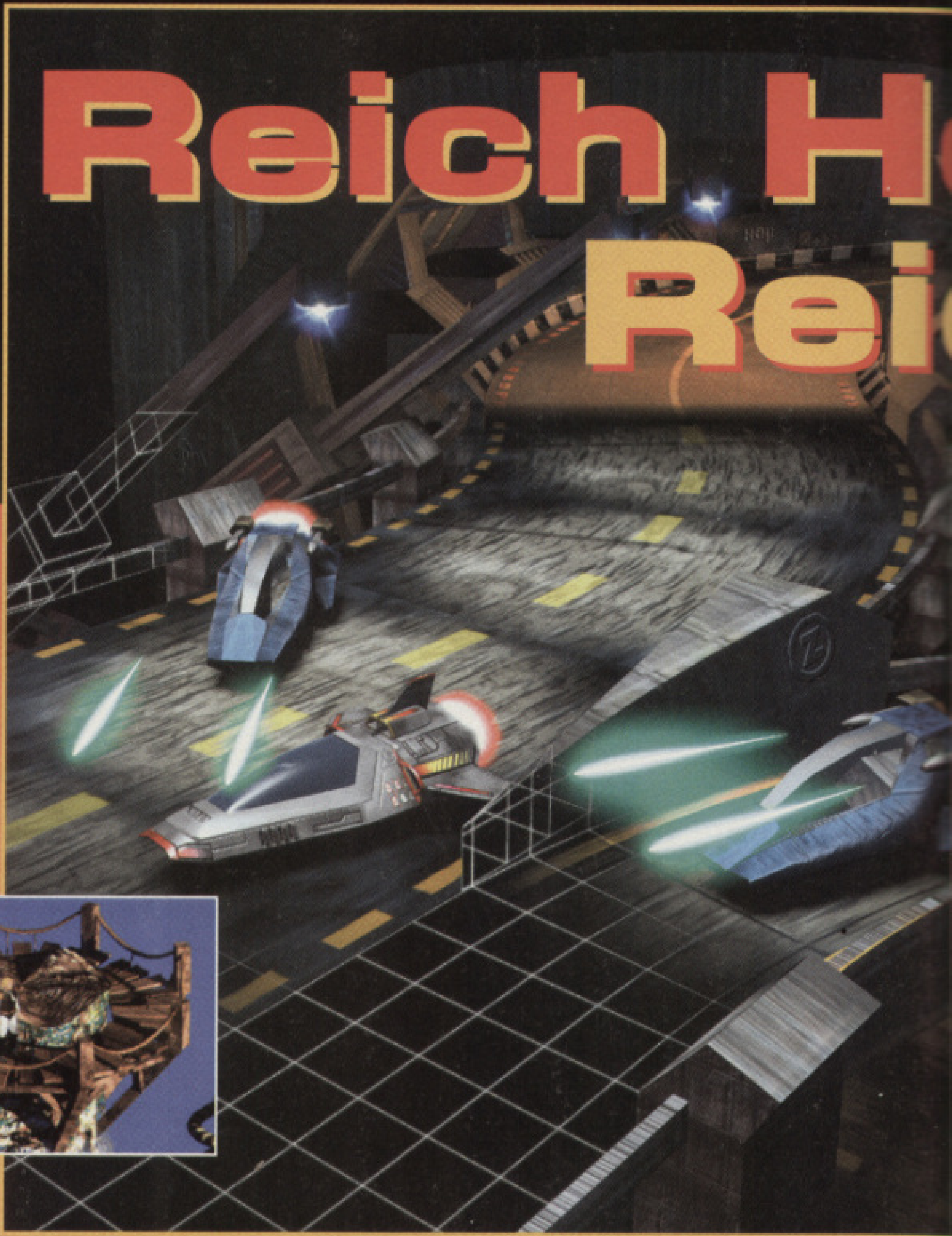
Yet another excellent close-range weapon, the Thunder Hammer has a massive Storm Shield built into it, along with an enormous mace-like crusher that can smash through Genestealer armour.



## POWER SWORD

Ah, a more elegant weapon from a more civilised age. You just can't beat a nice bit of sword play to show off skill rather than blaster technique. And this baby comes complete with a charge of plasma energy an' all!






**Back in the mid-Eighties Ocean ruled the roost. The Manchester crew and Birmingham mob US Gold had the 8-bit home computer market sewn up between them, handling all the biggest licenses and conversions and bankrolling all the most successful original titles, with only budget label Mastertronic causing any real competition with its two-quid titles. Ocean were the people Sega trusted to code Spectrum, Commodore and Amstrad versions of smashes like OutRun and Enduro Racer. And then the consoles happened. These days you'd find it pretty hard to believe AM2 would hand over the deeds to Manx TT to the same people responsible for licensing Waterworld. Not because Ocean suddenly became talentless shysters, but because British programmers in general were slow to respond to the onslaught of the new machines (namely Master System and NES), which Japanese teams had already had two to three years of experience with. Poor old Ocean. And US Gold for that matter, and Mastertronic who were responsible for originally bringing the Master System to this country only to find themselves amalgamated into Virgin. But not poor old Virgin, they're doing better than anyone.**

Anyway, the point of this is that Ocean have taken a bit of time about their comeback – despite some alright sales for a number of their titles, they haven't been a name to mention in hushed tones of awe and respect for a few years now. Well you'd better get ready to beg for forgiveness, ye heathen dogs, because these close neighbours of Mr Boddington and his fine brewery are on the up, and they want you to know about it.

So what's the fuss, then? How come Ocean are coming from the pocket and hassling us about their new games with shiny zealot-eyes?



Well it has to do with a little arrangement between Ocean head office and little-known German coders Neon, previously responsible for numerous softvertisements (shareware games based around promoting a product which are quite popular in Europe). Now they're all over super systems like a rash, currently producing three titles for Saturn, PlayStation (hisss!) and PC. Due to the general tightness of Ocean this feature uses PC shots of the games, which we're assured look pretty much identical to the Saturn versions which we couldn't get our hands on because they're not allowed out of Germany. Luckily though we've scheduled a little trip out to Neon's Darmstadt HQ, so we should have the full Sega SP in time for next month. For now though, feast your eyes on the early demo pics and info we've secured for your edutainment...









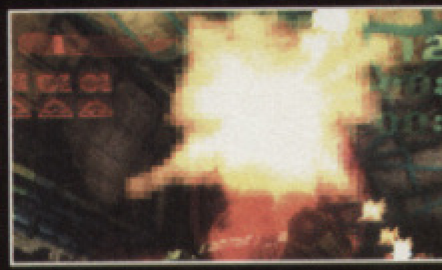






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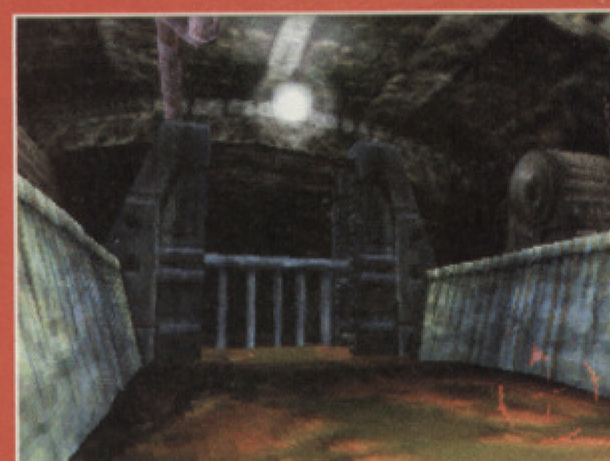
## TUNNEL B1

The closest to completion of Neon's games is Tunnel B1. For such a basically simple game it's a bit tricky to describe. Basically, Wipeout-meets-Doom-meets-Sewer Shark is the best amalgamation of games you'll already know to start off with. It's a fairly linear-moving blasting game which puts you in the cockpit of a floating hovercar and puts that floating hovercar into a series of claustrophobic tunnels, fills the tunnels with aliens, puts big guns all over everyone and leaves the player to get on with things. Unlike most games of this emerging genre, Tunnel B1 doesn't force you to live the action at a million miles an hour – the player has almost total control over their craft, and is free to stop and turn to pick off agile enemies. However, there is a time limit, so it's not advisable to dawdle. Tunnel B1 is the result of Neon's newly developed 3D engine, which they say produces fast, smooth update with little clipping (thanks to masking routines) and superb light sourcing. What we've seen so far would suggest this is not total lies. As to how the final game will play, we're not sure, but it's almost certain to look spectacular.











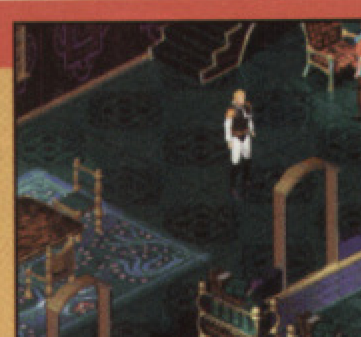














## VANISHING POWERS

Women, eh? They're always losing things. Lipsticks, diaries, deific magical powers. No end of trouble. And such is the premise for Neon's third game in the offing, in which a goddess loses her mythological abilities and recruits you to find them. Don't know why she doesn't just look in the bottom of her handbag, because that's probably where she left them, as bloody usual with dames. Sexism aside, Vanishing Powers is a big departure from Neon's other Saturn titles. There is a 3D element to it, but only in an isometric stylee, because Vanishing Powers is a role-playing game, populated by demons and hobgoblins and things, along with Hit Points, stats screens and big-ass puzzles. Neon want everyone to know that this demonstrates the versatility and variety of influences crossing the team. But that's just showing off, if you ask us. Whilst all the mechanics of Vanishing Powers are already in place there's still a lot of work to be done on the game map, which Ocean claim will be absolutely heeee-uge and hard enough to test even toughened RPG fanatics. Doesn't score quite so highly on the pulse-bending scale, but should still be one to look out for.








# VIPER

Viper is based on the same 3D engine as Tunnel B1, which is hardly surprising given that it started life as an integral part of that game. Then Ocean came along and had the bright idea of separating the driving and flying sections of the title to free up the potential possibilities granted by each format. Well that's their story, anyway, and we're not going to argue about it because they're bigger than us. Getting back to the point, Viper is probably the most exciting Neon project so far. Eschewing the comparatively limited constraints of tunnels and things, Viper hands you the metaphorical keys to a fully kitted-out attack helicopter. Fortunately for the houses of people you don't like you're also given strict orders of what to do with it, ie destroy invading terrorist army types with their tanks and their guns and their guns and their bombs. Quite the opposite of Tunnel, players of Viper have total and utter choice of flight path, chasing around cities stuffed with gleaming skyscrapers and big wide roadways blasting the peebles out of any opposition. The handling of the (very early) demo currently on offer is already most nice. Neon have turned their backs on realism to give players a more adrenalin-fuelled Airwolf-esque time of things. Loath as we are to get **too excited about anything except Nights this early on, we have to say that there's every possibility Viper could be one of the better 3D releases of the year on Saturn. Good luck to those Ocean lads.**








PREVIEWS




BY: ACCLAIM

GAME TYPE: FOOTBALL

1-4 PLAYERS

PRICE: £39.99

RELEASE: JUNE

COMPLETE

# STRIKER 96

**Most of you, no matter what your age, will have witnessed (or at least glanced at) one truly great football match. Some of you may have actually been present at these exhibitions of soccer greatness. Take the most recent, Liverpool 4, Newcastle 3 in the Premiership. Pretty good stuff eh?**

Now, in computer game terms, something that would rival this would be Euro '96, currently the best footy game on the Saturn. Two great footballing spectacles. Then you have Fifa for the Saturn. Now we're not talking great here, i.e. top division, but it might just scrape an Endsleigh league game. Something like Shrewsbury 2 Huddersfield 1. Run of the mill.

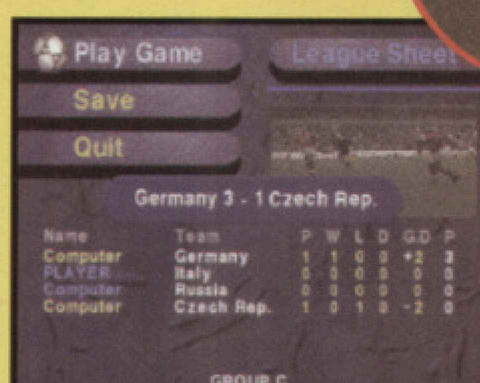
Next, we have Striker. Where will this fall in the list of great matches we wonder? Are we talking World Cup Final, Brazil 4, Italy 1, or are we talking Sunday Morning Chiswick Pub League, Goat and Badger 0, Green Man XI 0. Only time will tell.






## SHOCK EURO RIP OFF

Well not really, but it got your attention. The game styles included are the standard games you'd expect, with friendlies, cups and leagues all present. But, also thrown in, is the Euro '96 option. Cunningly added to tie in with the forthcoming championships of the same name. All this means is that the game automatically sets the teams to the same groups as they are in the championships. The good thing is, you can also have an indoor Euro '96, for added realism (!).


















*Roll up! Roll up! Ladies and gentlemen, as we present the all new, footballers shooting gallery. Yes, take pot shots at your favourite players, and the ref! If only it were true.*










# OCH! HE COULD DO BETTER

In this, the age of virtual football sims, only one thing remains constant: commentators. Every new footy game appears to have snapped up one of the top voices of the commentators elite. Motson was in Fifa, Barry Davies starred in Euro '96, Alan Green is in Olympic Soccer, so who have Acclaim plumped for? Sky TV's Andy 'Och' Gray. The ex Villa, Everton and Wolves (amongst others) striker, now the frontman of Sky's bootroom, has bought his particular blend of blabber to the console world, and with phrases like "Och, that's got to hurt," and "Och, that's got to be a Yellow Card," (can you see a pattern developing?) booming out of the speakers, surely this must be all you could hope for? Hmmm.



















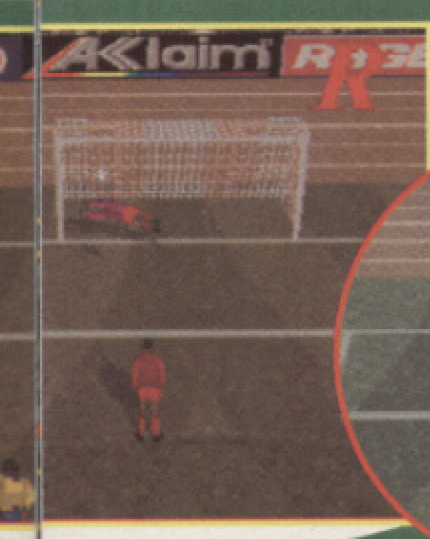


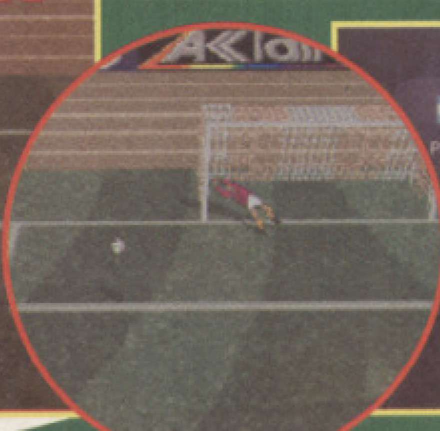




Right, I've had enough of this game. I've got my ball and I'm not playing any more. Go away! Don't disturb me. I'm off to watch the exciting Cup Final between Liverpool and Man Utd.





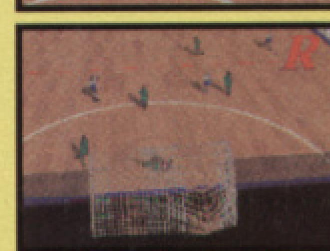




# FAIR WEATHER FOOTBALLERS

Football is a game supposed to be played in the rain. Why else would the season run from September to May? So you can all get soaked on a Saturday or Sunday afternoon, for no apparent reason. But, as many of you will testify, the thought of catching a cold doesn't appeal to many, hence the alternative indoor game. Set inside an encased glass arena, there are no throws, offsides or goal kicks, and the ball is always in play until someone scores. This is a much quicker version of the real thing, and with a lot more opportunities to score goals. Be prepared for some thrashings though.





I wouldn't mind getting into that bulging net, and all that. Phwoar!




BY: VIRGIN

GAME TYPE: SHOOT 'EM UP

PRICE: TBA

RELEASE: JULY

1 PLAYERS

COMPLETE

**Think of helicopters and the chances are your thoughts will either drift to the killing fields of Vietnam – where the lethal firepower and awesome manoeuvrability of the helicopter gunship proved devastating – or you'll bring to mind Noel Edmunds.**

It is, however, doubtful that the tidy-bearded television presenter's considerable experience in the field has extended to the type of scenario suggested by this new helicopter game. Originally developed by Sega US, the game has been adopted for UK release by Virgin. You're at the controls of helicopter gunship which hovers towards its targets, negotiating airborne enemy forces and ground-based defences. Over a lengthy campaign of aerial mayhem you'll be pitted against a group of "whacko half-brains" called The Sword of Gideon led by one Colonel Kane, a rebel defected from your own forces. The similarities to Apocalypse Now continue when tinny radio dialogue grants you permission to "sanction your targets with extreme prejudice". Five levels, each subdivided into three missions, take you across land and sea in search of your quarry.






## M230 30MM CANNON

The staple of your gunplay, and the most versatile weapon to fall back upon. The cannon is well-stocked with ammunition, fires 650-750 rounds per minute and is slaved to your helmet sighting system. Handy in a fix.





# HOVER BOVER

Whatever your mission, the objective of each level is to seek out out your heavily defended target and blow it to bits. In order to follow your orders you'll need the right tools for the job – weapons are easily toggled and clearly indicated on your flight console. Step this way, sir...








*Crinkley Bottom looms on the horizon – you are fully authorised to sanction with extreme prejudice.*

## HYDRA FOLDING-FIN AERIAL ROCKET

Basic rocket best fired in close proximity to troublesome targets. Lacking homing capabilities and serious firepower, novice pilots may feel more comfortable with more sophisticated missiles. Best employed to encourage evasive tactics.








## MK12 'FIRESTORM'

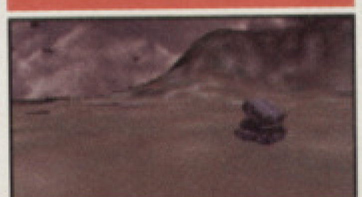
An air-bursting bomb triggering ten devastating explosions, each with tracking capability. The weapon to reach for when the odds are overwhelming and you need to clear some space quickly.








*For added incentive imagine Noel Tidy-Beard spearheading the opposition.*



*Ground-based targets such as rocket launchers are simple to eliminate.*








## RADIO HAM

Detailed briefings at the beginning of each mission come courtesy of your sultry-sounding commanding officer. What her stern but useful deliveries don't tell you, however, is that the odds are rather unfairly stacked. Kane went missing after guarding a top secret stash of crashed UFOs. Rumour has it he's harnessed some of the alien technology for his own private airforce...













## AIM-1L46 SIDEWINDER ROCKET

An infared-seeking missile with a pressure-detonated explosive tip. Accurate and faster than the speed of sound, the Sidewinder is one of the deadliest weapons available to the gunship pilot.




## AGM-114B HELLFIRE ROCKET

A laser-guided supersonic rocket that is more powerful than the Hydra and Sidewinder. Due to its comparative weight, however, it is best employed against thick-skinned but stationary targets such as anti-aircraft emplacements and bunkers.

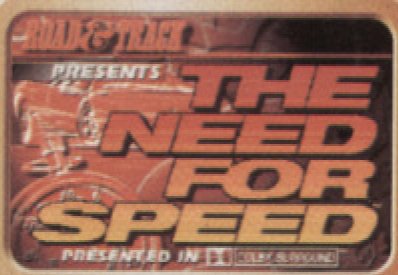






*For all the good it looks like doing you here, the chopper's dashboard tells you everything you need to know – from left to right, the weapons select indicator tells you what firepower you're using, and what resources remain. The centre of the console features fuel remaining and 'time left' indicators, a radar and air speed gauge. The ship status map is illuminated in the top right of the dashboard.*

# THE
# FOR




**BY** EA

**GAME TYPE** DRIVING

**1-2 PLAYERS**

**PRICE** TBA

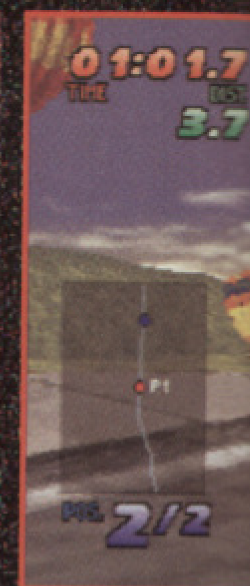
**RELEASE** JULY

**COMPLETE**

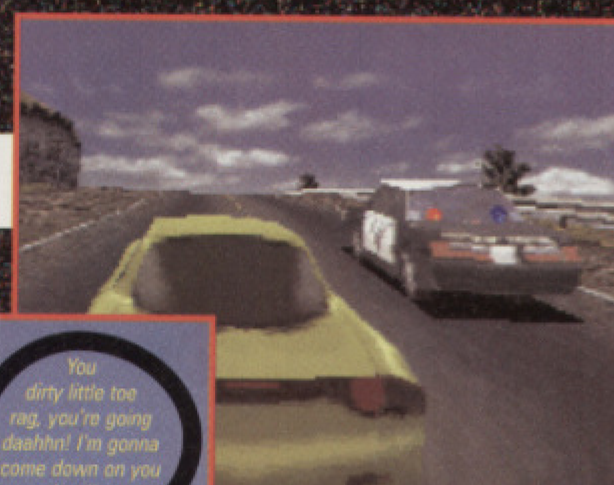
**Gary Numan first brought cars to the attention of the world in 1979 with his hit single 'Cars' and they've been popular ever since then. People realised that the main advantage of cars is that they 'go'. Not surprisingly, people have been attempting to 'go' quicker and quicker since then. Thus the invention of the road, designed to allow this activity to take place without interfering with daily life. But there are two problems associated with going quickly: it's illegal, and other people have the same idea, commonly resulting in the situation known as a crash.**

To enlarge your understanding of the subject, play Need for Speed, a driving game developed in Canada, where roads are pretty empty, and designed more as a simulation for irresponsible motorists than a pretend formula game. This is the open road.





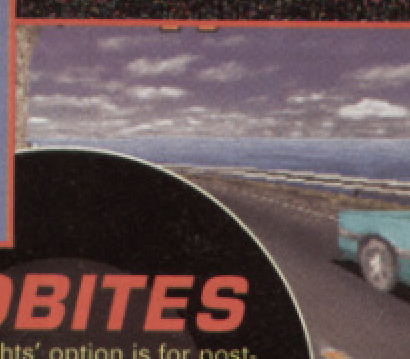
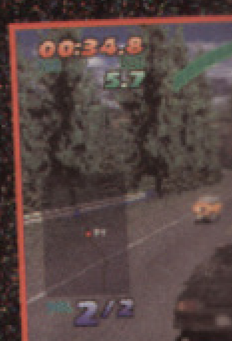


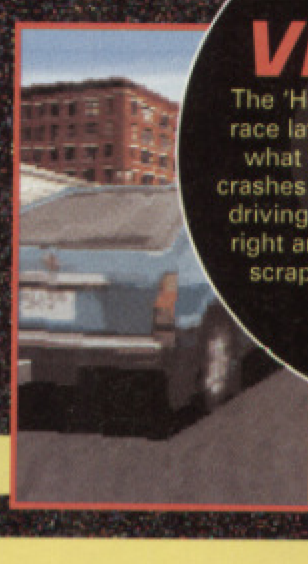
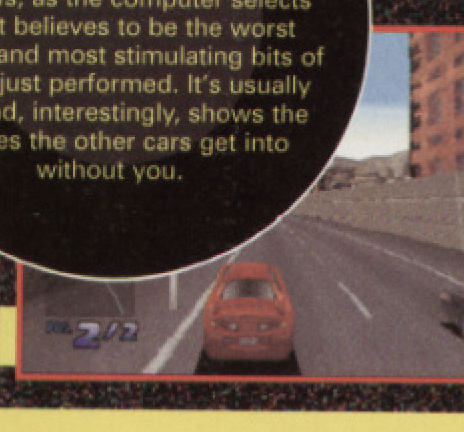



## MULTIMEDIA ARGH!

Need for Speed breaks the brainless trend of Saturn gaming by adding a pseudo-educational element. Do we like this? For performance car maddies, it's a mine of information, with specifications, a video of the car being put through its paces and lots of slides.



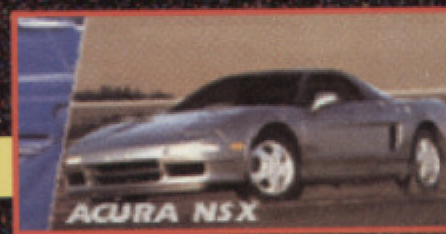




## VIDBITES

The 'Highlights' option is for post-race laffs, as the computer selects what it believes to be the worst crashes and most stimulating bits of driving just performed. It's usually right and, interestingly, shows the scrapes the other cars get into without you.

# NEED SPEED





















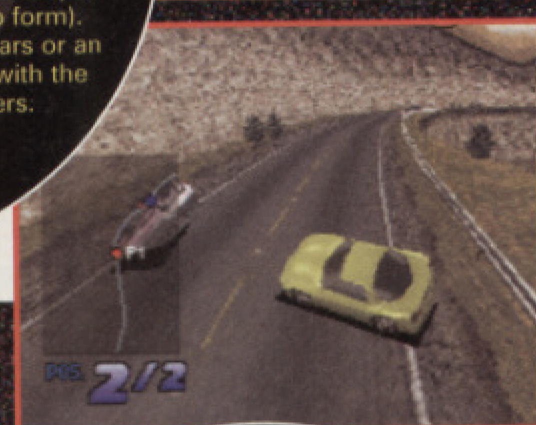





## RELIVE CONGESTION

The six racing areas of Need for Speed are divided into three circuits, and three open road areas. The circuits are used for conventional multi-lap races, but the road areas are more interesting. Each area is split into three segments (shown in map form). Racing involves pursuing a pack of cars or an opponent towards the checkpoint, with the added hazard of other road users.









*Ahh, the joys of the open road. The sunlight glinting through the trees and dancing off the bonnet, the breeze through your hair...*



## MOTHERLAND

Need for Speed's scenery generation is really quite unlike anything else seen in a driving game. The courses are not afraid to undulate and snake, with landscape surprises around just about every corner: gullies, tunnels and coastal cuttings, even an encounter with a passing balloon race. The scenery appears to have width beyond the screens boundaries, and an intriguing solidity and realism.








*...the head-on collisions, the multiple pile-ups – all part of the rich bowl of cherries that is modern motoring.*









BY: FOX INTERACTIVE

GAME TYPE: SHOOT 'EM UP

1 PLAYERS

PRICE: TBA

RELEASE: SEPTEMBER

COMPLETE

**20th Century Fox is, like its towering edifice of a logo suggests, one of the big names in entertainment. It was the last of the big Hollywood studios to come into existence, sometime in the mid 30s, and went through the good and bad times that all the other Hollywood studios faced.**



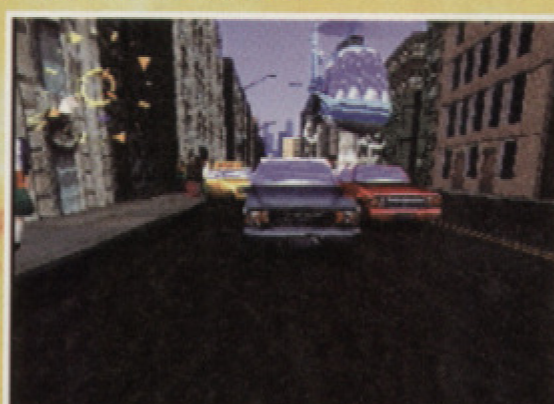
Latterly, as purveyor of some big budget action movies (eg. Speed) and chart-topping TV hits (eg. X-Files) Fox has become a major force again. But the potential to convert these popular properties into licensed video games has been overlooked for the most part, Apart from the Simpsons. Now Fox, in a new guise as Fox Interactive, is looking to exploit its formidable catalogue.

First on the slab is Die Hard Trilogy, due on the Saturn some time in the late summer. It's a three-part shoot 'em up drawing its cues and inspiration from the three movies fronted by the John Maclean character played by Bruce Willis. When Probe Software (who've worked on previous Fox licenses like Alien3 and the current Alien Trilogy) were charged with creating Die Hard Trilogy, the explosive action and effects of the movies were obviously uppermost in their minds.

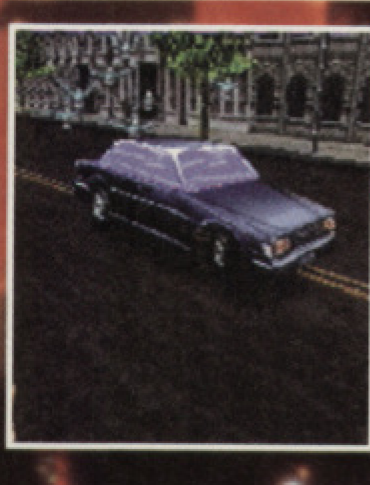
In the same way that Probe have created Alien Trilogy to be ported across several formats, Die Hard is a multi-format project due to debut on Playstation, before an identikit Saturn version.





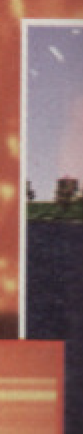











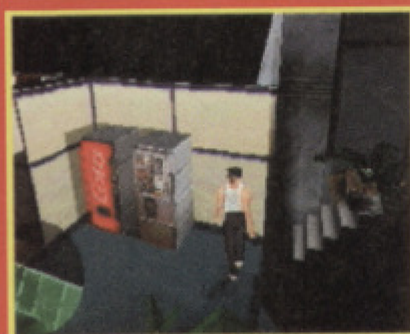






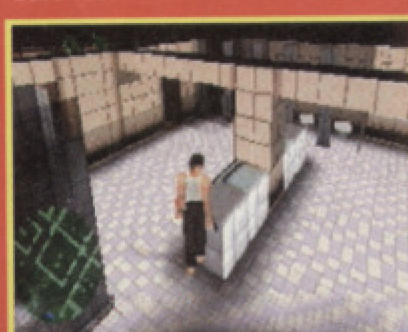




## DIE HARD

Set in a skyscraper in a posh part of LA, Maclean is visiting his estranged wife when a group of terrorists (led by posh Brit actor Alan Rickman) take over the building. For the game, the Maclean sprite sets off to retake the building by ascending a dozen floors of office space, picking up the terrorists' armoury to use against them. The action is viewed from a third-person 3-D perspective, with the office a complex polygon environment True to the film, Maclean undertakes the mission in his bare feet.











## DIE HARD 2

Terrorists figure again, this time taking over an airport in order to aid some criminal to escape the country. Once they've caused a plane to crash, killing lots of innocent Brits, Maclean steps in. This section is focused on target-shooting, with the polygon view scrolling through the airport grounds, terminal and even to a taxi-ing plane on the runway. In many ways it's like Virtua Cop, but with apparently more interaction and strategy with the scenery. By shooting away ceilings, for example, you can get parts of the terminal to fall on groups of your targets, killing them indirectly.





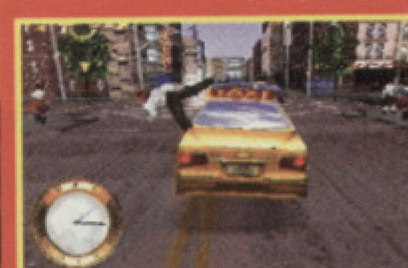






## DIE HARD 3

Set, as the final film, in the crowded streets of New York. Now the criminal mind of Gruber's brother (Gruber being the baddie in Die Hard) taxes Maclean with a series of bombs planted around the town and indicated by clues. The game dispenses with the cryptic messages in favour of a mad car dash. The motor is used to get you to the various sites of the primed bombs before they're due to explode (indicated by a stopwatch). The main problems are posed by the pedestrians and traffic of the city which slow you down. The fun, you may figure, comes in throwing away the Highway Code and making the rule of the road as you go along.







# BLAM

BY: CORE

GAME TYPE: SHOOT 'EM UP

PRICE: TBA

RELEASE: JULY

PLAYERS

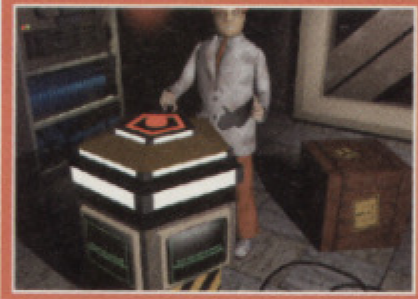
COMPLETE

**Core's next release, the apocalyptic joyride Blam: Machinehead is nearing completion. More pictures have come courtesy of the Derbyshire firm, aiming to show the progression in the project since we ran a work-in-progress back in the bleak midwinter months.**

The cockpit 3-D perspective shows a large play window as you skim at ground-level across ragged landscapes with some of the most outlandish, garish textures seen in a videogame.

You're seeing all this through the angelic eyes of Dr Kimberly Stride, the pneumatic research scientist who has inadvertently ended up straddling a large amount of explosive equipped with an onboard computer and propulsion device. Your guide to the labyrinthine wastes that comprise the machinescape is Orville McCandle, her warped former colleague. Previously they were working together to destroy the Machinehead virus – a technological nano-mutation that has engulfed the world's surface from a central point (the Machinehead). The whole confusing tale, and Orville's mysterious motives emerge in 20 separate rendered FMV sequences.

Our honest early impression of Blam is that it might have been a bit derivative, a kind of clone, but it seems to have developed into a true original, comparable with nothing else. Enjoy the appetiser visuals and await a full confrontation with the Machinehead (that's a review) next month.



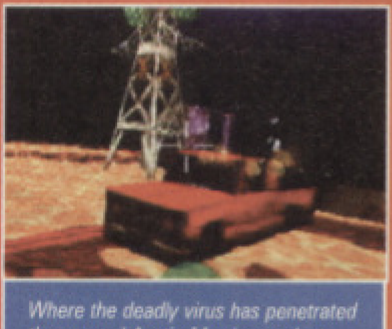







## MIGHTY RETRIBUTION

Player power has not been neglected, with a larger range of weapons than any comparable 3-D shooter (is there a comparable shooter?) Lasers are superceded with homing missiles, flame throwers, starburst bombs, plasma guns and aerial mines (plus three little dots which suggest even more armoury).



*Where the deadly virus has penetrated the revered Austin Morris car plant, turning Allegros into cyber denizens.*





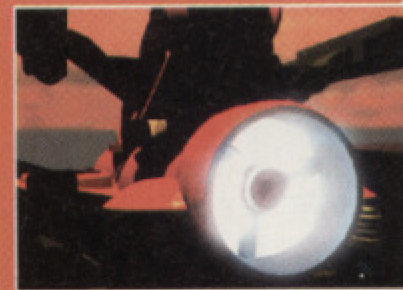




## NATURE OF EVO

The developers' ideas for creatures have leapt ahead of the interesting polygon spiders seen previously. Scientists on jet packs, zombie clowns, helicopter flies and monsters bearing the heads of dead horses demonstrate a denizen profile spanning the bizarre and gruesome. Thought is going into the behaviour and evolution of these creatures, the aforementioned spiders being a good example. On the early levels they lay eggs on the arms of electricity pylons, which should be roasted before they hatch into the fast-moving mechanoid arachnid which have an alarming tendency to jump up at the cockpit.



*I'm sorry if this is a boring caption, but I'm off to watch England, so I don't care! See Ya! Ta ta. Adios amigos.*





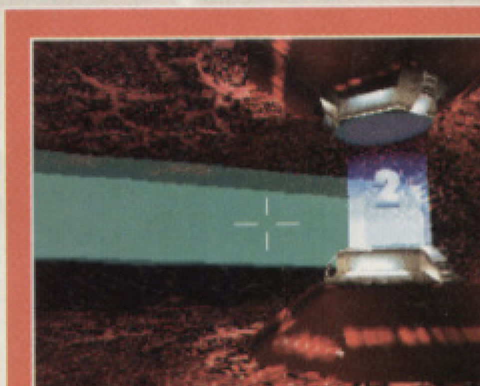









*Cor blimey! Phwoaar and all that. Looks like two skinheads having a fight in a sack. Have you ever seen anything like like that? Wait until she gets older and becomes one of the wobbly old ladies from Harry Enfield. Ooohh, young man etc.*




## MTV

The much-ridiculed notion of 'Cyberspace' may be redeemed by Blam's interpretation. The concept is an altered state entered by finding the rare cyber terminals encountered in the landscape. These are difficult to find, forming the explorative aspect of the game. Inside, riotious imagination has been unleashed to create flourescent, warping, disorientating zones, walls of eyes and a range of special effects which may divert attention from Cyberspace's real function: a means to alter the landscape in the 'real' machinescape to allow you to progress through it.





# BUST-A-MOVE 2




BY: ACCLAIM

GAME TYPE: PUZZLE

1-2 PLAYERS

PRICE: TBA

RELEASE: AUGUST

COMPLETE















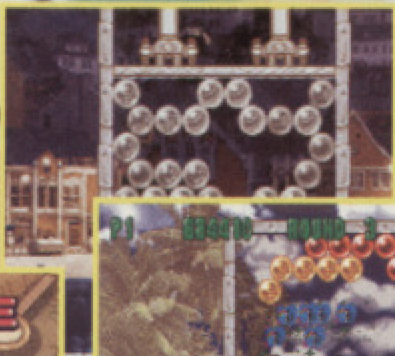












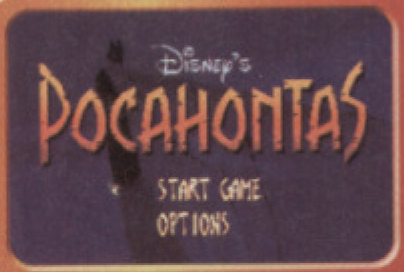





**When this game arrived in the office, we were given a strict brief: "Hide this game from Claire – she'll come over all cute again." Right you are sir. But no sooner had the typical puzzle tunes wafted out from the speakers, than she was over to the game, buzzing around like a dog sniffing a turd.** So what's so special about this particular game then? Well, for a start it's Bubble Bobble, sort of. Bub and Bob are back but, unlike their previous adventures, this is a slightly more basic puzzler. The aim is similar to that of Magical Drop which we covered couple of months back, in that you have a type of pulley to shoot the balls up to the top of the screen to get rid of the others already there. The twist on this is that balls appear on your pulley, instead of you having to drag them down yourself. Confused? Don't worry, when you play it, you'll know. The same ultra-addictive gameplay is here in abundance, so you'll never see any mates again, and all in all, it's looking like being the best puzzler on Saturn to date. Just ask Claire.

## FOR THE LONERS

The lonesome gamers among you will want reassurance that there are enough one player games to warrant purchase. And you'll be pleased to note that this game has plenty of them. There is the standard battle mode where you play against the computer, and also the puzzle option. This is where you must rid the screen of a set pattern of balls before you get squashed. If you fail the first time, the computer then gives you an aim, so you can see where your balls will finish up.

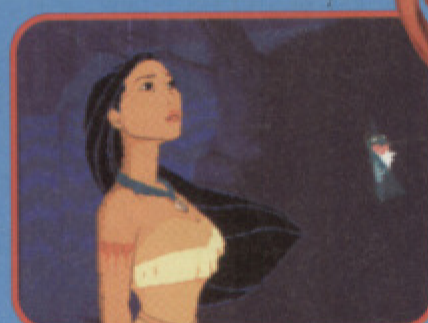



| | |
|---|---|
| BY | SEGA |
| GAME TYPE | PUZZLE |
| RELEASE | SEPTEMBER |
| PRICE | TBA |
| PLAYERS | 1 |
| MEG | 16 |
| COMPLETE | |



# Disney's POCAHONTAS

**Games of Disney animated blockbusters have become something of the norm. Since The Little Mermaid, each cinematic release has been followed with a top-notch platformer which scores well and 'shifts units'.**



Except with Pocahontas, last year's big Disney flick, not so much as a chirrup from a deep native American forest, until now. Late summer will see the arrival of Pocahontas on Megadrive, and the return of pretty graphics and Disney standard animation.

But Pocahontas is, despite appearances, not your run-of-the-mill platformer. The designers were confronted with a blatantly girlie/wussy movie about friendly forest creatures and how rotten war is. So out went Acclaim's idea for Poccy taking out her musket and going on the rampage over thirteen levels of platform carnage (allegedly).

In, instead, is a puzzle game, where Pocs and her raccoon pet Meeko (yes, he's a raccoon so lay off the beaver jokes) overcome obstacles, help little birdies back into nest and fall in love with handsome British explorers. And, with the help of some wonderful animation, it actually works...









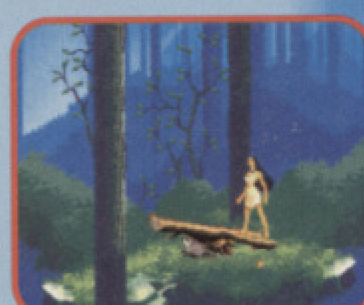






## SPIRIT OF NATURE

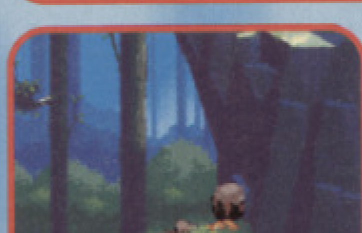
Central to the game are the animal spirits Pocahontas can collect as she travels. By aiding a forest friend, she is embued with their mystical energy that grants her a portion of their powers. For example, the first encounter is with a trapped stag. By freeing it, she gains the power to run. Later she'll learn to climb, sneak and even scare people with the power of the bear. The game is structured so that many of these powers are vital to progress.

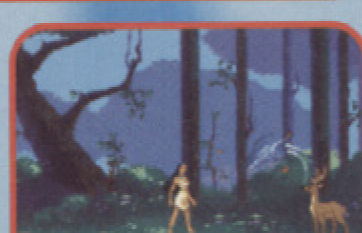




## FUZZY FRIENDS

Gore fans will be disappointed to note that there are no ravenous wolves or black widow spiders trolling around the virgin forest. Pocahontas' main problem comes from falling out of trees (three sprained ankles and you're out).







# STEVE'S TIPS

**"Ribbit! It's the Tips Frog here, revealing a load of top notch cheats from the Kingdom of Lord Fauntleroy. We're awfully excited about the range of cheats we've managed to churn out this month, especially The Horde cheats which have arrived via the pen and paper of Graham Williams from Cornwall. Excellent stuff. We also have tips for all of the new beat 'em ups, and the penultimate part of Steve's epic Shining Wisdom guide. Also, for a bonus, there's a D guide to help you overcome the nastier moments in Acclaim's spooky adventure game. Well, that's about as much as we can handle, so if any of you have any more cheats of this standard to grace these pages, send them to TOP HOLE TIPS FROG! CHECK OUT MY SPIFFING CHEATS! TIPS POND, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As ever, a prize of a Saturn game for the best Saturn tip of the month is still on offer for all you hungry tipsters. Toodle Pip!**




## SATURN

TOP TIP

### THE HORDE

#### FIRST CHEATS

A sumptuous round of applause must go to **Graham Williams of Porthleven, Cornwall,** for being first out of the hat with these frankly superb cheats for BMG's topper game. To activate the cheats simply pause the game, and enter any of the following codes, and then unpause. **ALL** of them work, so if the benefits don't become immediately apparent, have a fiddle first.

**LEFT, A, A, B, LEFT, A, RIGHT, DOWN.**
30,000 Crowns

**LEFT, A, UP, DOWN, B, A, A, B.**
Reveal entire map

**B, RIGHT, A, LEFT, LEFT, DOWN, RIGHT, A, A, LEFT.**
Have all the weapons and items

**B, RIGHT, A, DOWN**
Speed up character

**B, UP, RIGHT, DOWN, A, DOWN, A, RIGHT.**
To be invincible

**A, DOWN, DOWN, RIGHT, A, DOWN.**
Continue when village is destroyed.

**DOWN, A, LEFT, LEFT, DOWN, A, A, RIGHT.**
Finish current land.

As requested by Graham, a copy of Street Fighter Alpha is winging its way over as a special pressie.












# GUARDIAN HEROES

## DEBUG MODE

**STOP!** Before we get the calls about this not working, I'll tell you all that this only works on the Japanese version, OK? Right, to access the debug mode, go to the options screen, and highlight the top bar of text. Now press A, C and Y at the same time, and a new debug menu option will appear at the bottom of the screen. Turn it on to give you all of the following cheats.
All of the characters on the VS screen are available for selection (they only disappear once the machine has been turned off).
A level select will appear once a new game in the story mode has been selected.
When you get the chance to improve your character at the end of levels, you can give them full bars on every criteria.
Collision detection boxes can be shown by pausing the game and pressing L. You can completely top up your energy during the story mode by pressing X, Y & Z.
Also, you can skip a level by hitting these buttons whilst in the story mode.



**Forward 1 stage:** R+Start
**Back 1 stage:** R+L and Start
**Forward 2 stages:** R+A and Start
**Back 2 stages:** R+L+A and Start
**Forward 3 stages:** R+B and Start
**Back 3 stages:** R+L+B and Start
**Forward 4 stages:** R+C and Start
**Back 4 stages:** R+L+C and Start

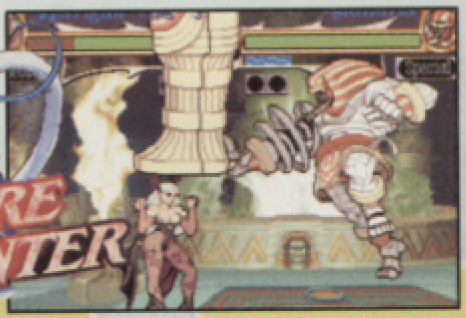
# VAMPIRE HUNTER

## VARIOUS CHEATS






The second of Capcom's awesome three to be featured this month, and we have a couple of cool cheats to speed the game up and gain an extra set of options. Firstly go to the options screen and highlight the Turbo Speed option. Now press X, X, Right, A, Z and you can move the turbo stars to a whopping level 10!!! Now to call up the Appendix, go to the options screen again. Move to the Configuration option, and press B, X, Down, A, Y and the Appendix will appear. In this you can select the original Darkstalkers music and backgrounds, switch to full animation and have the same characters fight each other (eg Gallon vs Gallon).



# ULTIMATE MORTAL KOMBAT 3

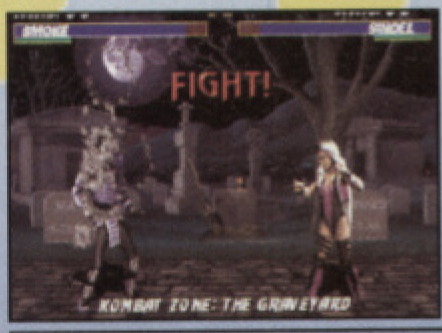
| | |
|---|---|
| **004 700** | Kahn's Cave |
| **330 033** | Jade's Desert |
| **002 003** | River Kombat |
| **666 444** | Scorpion's Lair |
| **933 933** | Ermac's Portal |
| **091 190** | Bell Tower |
| **077 022** | Bridge |
| **666 333** | Graveyard |
| **800 220** | Kahn's Tower |
| **600 040** | Kombat Temple |
| **050 050** | Noob's Stage |
| **820 028** | Pit 3 |
| **343 343** | Roof |
| **123 901** | Soul Chamber |
| **079 035** | Street |
| **880 088** | Subway |
| **205 205** | Winner Fights Classic Smoke |
| **717 313** | Rain can be found at the graveyard |
| **448 844** | Don't jump at me |
| **122 221** | Skunky! |
| **004 400** | Watcha gun do? |
| **550 055** | Go and see Mortal Kombat the live tour |










*These are a few examples of kombat kodes taken from the list above. Text messages are just one of the effects that can be accessed – you can also find some hidden fighters.*

**Ryan Button** (who's friends with Mr. Spoon on Button Moon) has been first off of the blocks to send us his kombat kodes for easily the best Kombat game of the series. Anyway, here they are for browsing at your leisure. Remember, each of the numbers represent the button presses (you know the score).

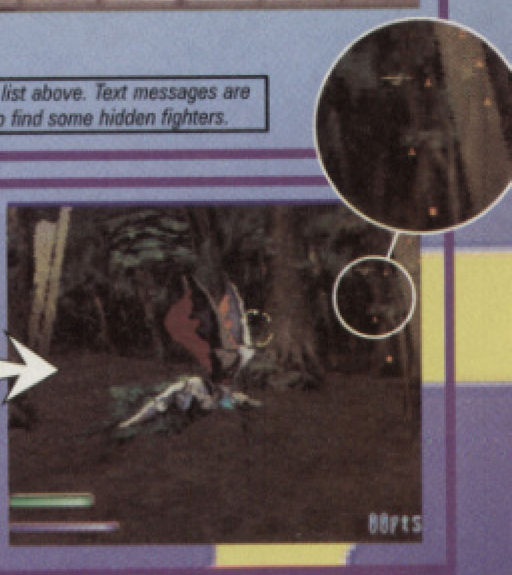


# PANZER DRAGOON 2

## SELF DESTRUCT, DIFFERENT

Another couple of not so helpful cheats, but we'll give you them anyway. To self destruct the game at any point (it's better than resetting, because the data is saved from the game), simply press A, B, C, L and R buttons at the same time. Also, there is an alternative radar, which is a side on radar showing where your opponents are eg higher or lower, so you can adjust your tactics accordingly. Lovely jubbly and all that.





PLOP TIP

# STREET FIGHTER ALPHA






## SMALL TIT BITS

Here are a couple of little things to keep you entertained for a while longer (not that this game isn't very entertaining anyway).

To play in the **Team Battle mode**, you must complete the Dramatic Battle mode (see last month's tips for how to access that) and go back to the mode select screen and the new option will have appeared in the space under the **Training** option.

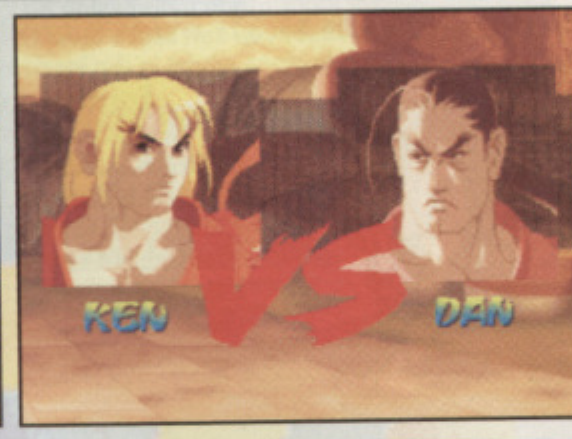
To Fight against Akuma, select a character, then hold the **L** and **R** buttons and the **B** button. Keep holding them until the game starts, and Akuma appears and decks your unsuspecting opponent.

For a battle against **Dan,** simply win the fifth, sixth or seventh rounds and hold **L, R and Up** until the next fight has begun, and a new challenger has appeared, which will be Dan.










# THEME PARK

## LOADSAMONEY!

John Howard from Stanground has just made the tips deadline to sneak this one in for Theme Park. He says that you should enter your nickname as Dead, (if you want to fiddle with the options, it doesn't affect the cheat) and buy yourself a bit of land. When the game starts hold all of these buttons down together: A, B, C, X, Y and Z. You should hear a sort of 'Yeah' sound. The longer you hold the buttons down the more money you get. If this doesn't work straight away, point the cursor at the park entrance and do it again. If it still doesn't work then he is lying, and we'll be round to beat him up.



Theme Park



# KING OF THE FIGHTERS

## BOSS CHARACTERS

Not really that useful, but we'll tell you it anyway. When you manage to complete the game in one player mode or in the team battle option, your reward is the chance to control the 2 boss characters, Omega Rugal and Saishu Kusanagi. Here are a list of their relevant moves anyway.




### OMEGA RUGAL:

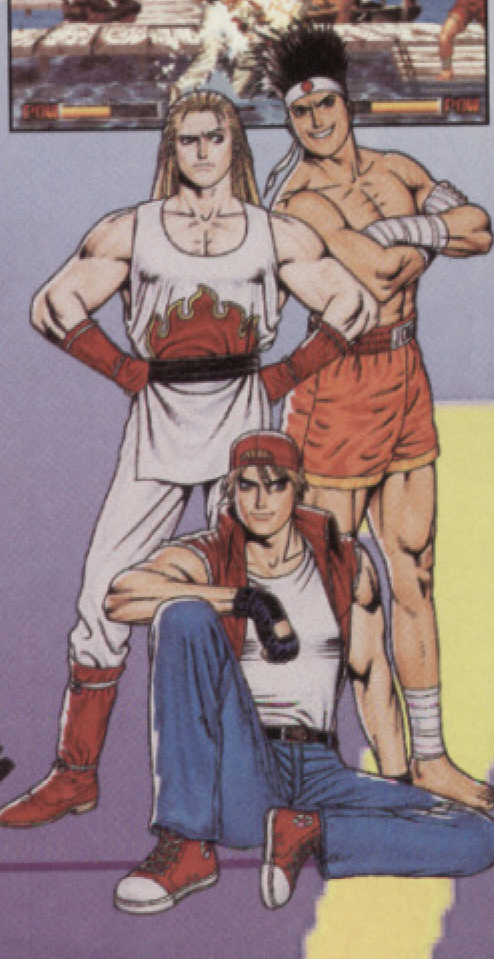
| DIRECTIONS | BUTTONS |
|---|---|
| D, DR, R | Either Punch |
| F, B, DB, D, DF, F | Either Punch |
| D, DB, B, UB | Either Kick |
| D, DF, F | Either Kick |

Special Attack: F, DF, D, DB, B, F, DF, D, DB, B + Weak Kick + Strong Punch.

### SAISHU KUSANAGI

| DIRECTIONS | BUTTONS |
|---|---|
| D, DF, F | Either Punch |
| F, D, DF | Either Punch |
| F, DF, D, DB, B | Either Punch |

Special Attack: D,DB, B, DB, D, DF, F + Strong Punch.



THE KING OF FIGHTERS '95

# GUNGRIFFON

## CHEAT FRENZY

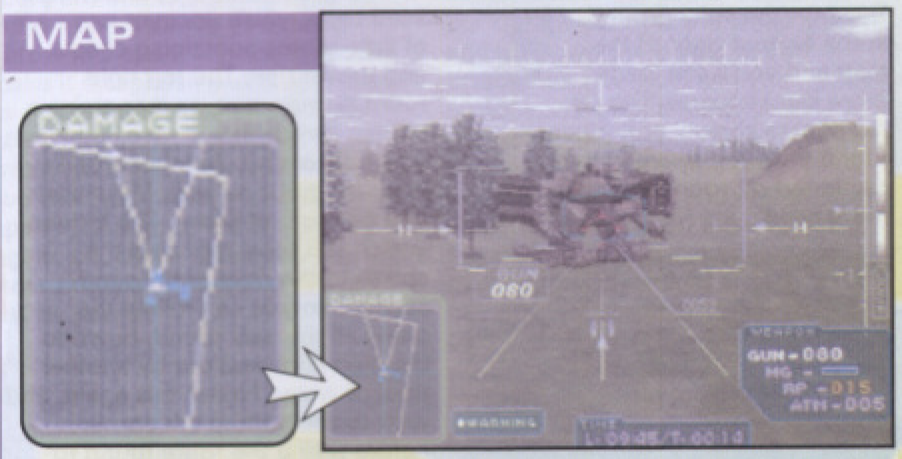



Now here's something original. Cheats that actually make the game a little harder, instead of giving loads of lives and all that. Each of these codes must be entered on the Press Start title screen. To make the target marker disappear when the enemy is really close (in other words you can't automatically aim at them), press Left, Right, C, A and then Start.

To nearly double the strength of enemies attacks press Down, C, C, A and then Start. Be warned, however, this will make them really tough, and you'll be overwhelmed in an instant. Press B, B, B, Down, C and then Start to make the radar practically ineffective. It'll only show allies, so it is impossible to tell where an enemy will be coming from.




MAP



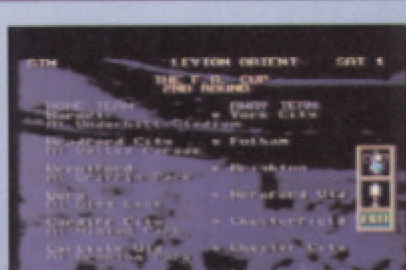

NO TARGET



# MEGADRIVE

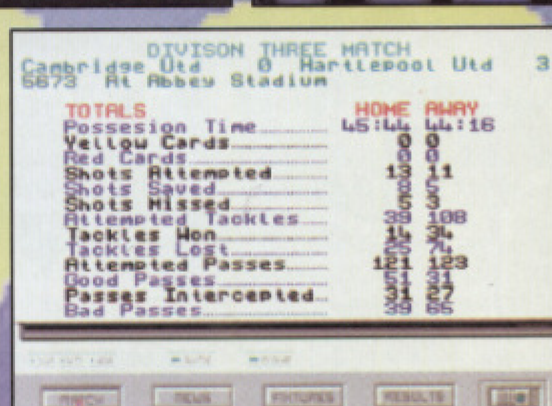
# PREMIER MANAGER

## BETTER SCOUTS AND MORE MONEY

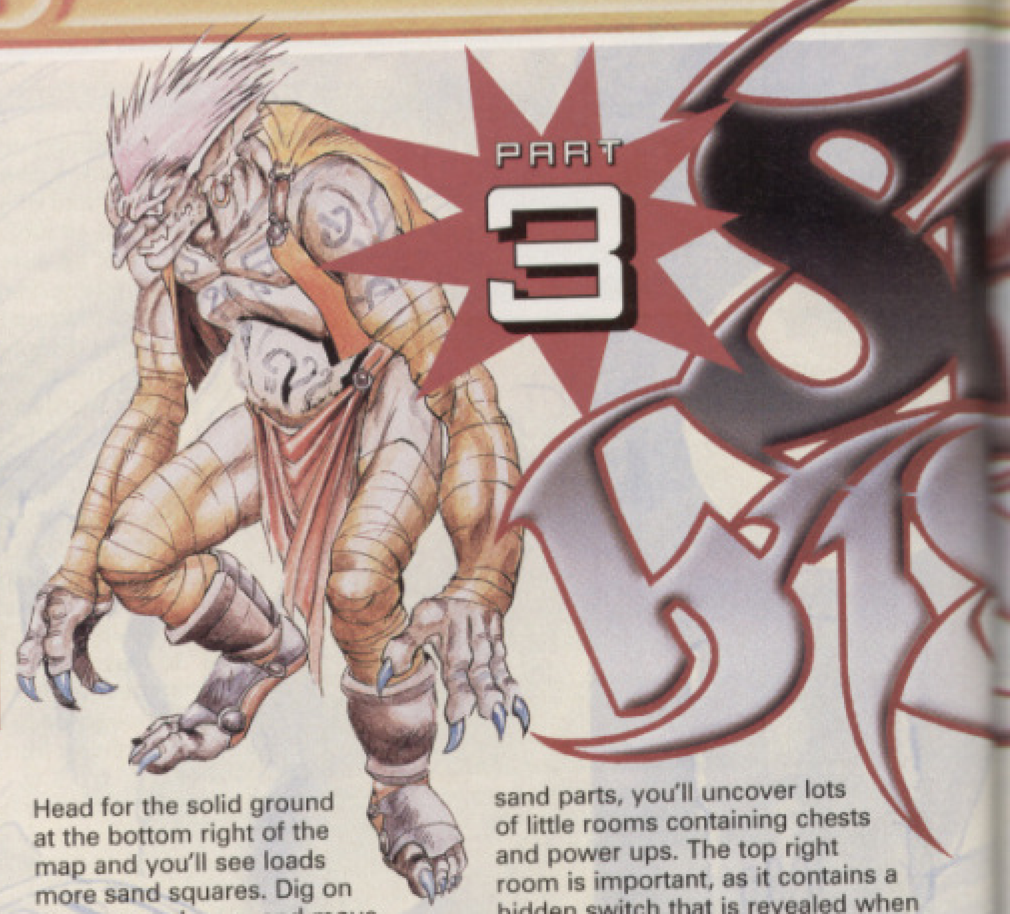


I've had a couple of people send in some cheats for this, but as I don't have a copy of the game in the office, testing them out was impossible, so I'll have to trust them. First go to the telephone and highlight the scout to Forward, Good (**) and Third Division. Now play 2/3 games and go back to the scout. The scout will have prepared a list of players for you to look at, and buy all of the players that are between 21-29 years old, as they'll fetch the most money when you reach the higher leagues. That was sent in from Craig Fulton, of Kilmarnok. Stephen Grant from Warrington also sent in some tips. To control any team, select the demo game, and pick any team (ie Liverpool). Play for the season, save the game at the end of the season and reset the machine. Now if you continue from the saved game you should be able to control the team. Hurrah!







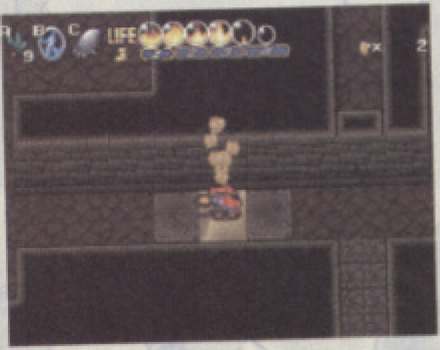




**Once again the Wisdom has drawn you back for more as we enter the realms of Parmecia and delve deeper into this RPG adventure. In this, the third instalment of the guide, the orbs are the main objective, as they need to be retrieved to progress to the latter stages of the game. The Jump Labyrinth is the first port of call.**

# JUMP LABYRINTH

The next port of call is this Labyrinth, which is located in the top right of the map. Go to the Lost Forest entrance but don't go in – instead, head to the top right to find the Labyrinth. You emerge in a room with three possible routes. Take the right path first, and dash across the crumbly platforms to reach the solid path at the top. If you want to get a pink health orb, you can run across the second crumbly path to find one, otherwise, use the mole gloves and tunnel through the single square of sand.

Dig through, and then pick up a





*Dig in the screen shown above, and tunnel through the wall to this point.*

bomb, carry it down to the end of the small passage and blow up the rock. Then you need to equip the heavy boots and the freeze orb, and use them to freeze the bombs. Pick up a frozen bomb, and take it to out of the passage, heading towards the Cyclops/rubber-lipped thing. Throw the bomb at it. Do that again, and it'll explode and reveal the blue key. Now go back, freeze another bomb, and use that to push down the switch. Open the door, and the skinny path will take you back to the start.

Now run along the conveyer belt-



*Freeze the bomb, and plop it on the switch. Quickly run through the door before it goes off.*

type floor tiles taking care not to fall down, and the blue key will open the door at the top. You'll emerge in a room filled with water, but if you look closely you'll notice that one small square is differently coloured. Walk over this and, using the freeze orb and heavy boots, activate the freeze shower. This will cause the whole of the water to freeze, and you'll be able to walk over it.



*Equip the freeze orb and the heavy boots, and then stomp on the water to freeze it.*

Head for the solid ground at the bottom right of the map and you'll see loads more sand squares. Dig on the square shown, and move round until you arrive in the sectioned-off room containing more sand.



*Tunnel here, and then work your way up, right, down and right again into the secret room.*

By using the mole gloves and trying to tunnel through all of the sand parts, you'll uncover lots of little rooms containing chests and power ups. The top right room is important, as it contains a hidden switch that is revealed when you walk over it. Another blue key is up for grabs as well. Make sure you get both of those. The hidden switch will have retracted the spikes to the right of the sand section, so you can follow the paths all the way round, down to the next floor and out by another pool of water. Freeze this again, and walk to the bottom left corner before taking the route round to another level. You should find that you'll come to another switch that needs a weight on it before the door opens, so go to the right side of the room that you're in and freeze another bomb and bring it round. Now walk through the door, and you'll come to another pond – one with a big ring in the centre. Equip the magical hands, and the



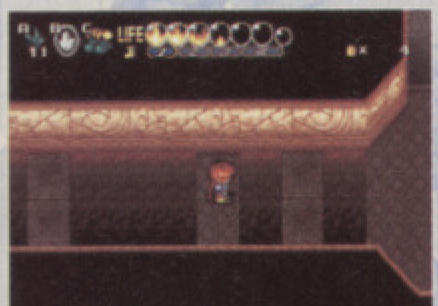




spark orb and charge them up to bring a spark above your head. Throw this spark into the ring to make it disappear, and a path takes its place. Do this for all the rings you come to. Kill all of the creatures in the room with the door you can't get through in order to open it, and go to the final room. Again, chuck the spark into the three rings, and the jump shoes will be yours.

## FIRE LABYRINTH

Now you have the jump shoes, go to the Thousand Year Tree and head down, just past the short cut to the Sand Labyrinth (it says on a sign), and jump across the gap (that sign warns of volcanic activity). Go through the rocks and onto the Fire Labyrinth. Once inside, fall off the gap to the left of the start, jump over the small hole, and go down the ladder in the bottom left corner. When you emerge, walk right, jump over the water, and then jump off the floor. Walk right and down, back past the water and to the chest. Then stand on the edge of the water and freeze it so you can get across. Go straight ahead, under the bridge and up the stairs. Go through the first room, and when you see the hole on your right, walk left and jump over the gap and go down the stairs. Go right, over the moving conveyer belts, and then down, jumping over the gaps until you reach another ladder. When you emerge, go right, and get the chest situated in the centre of the cavern. Be careful though – the platforms before and after it will crumble a second or two after you touch them.



*There is a chest where our hero is standing, containing the all important key.*



Step on the switch, and you'll go through to a room containing some sand squares. If you dig upwards from the one located in the top left in the room, you'll go through to a power up. Now go back down the ladder you came up. Go back to the conveyer belts and this time continue right, sliding under the pole you see in the adjoining room. Jump over the gap, and go down the ladder. You can now open the door with the blue key. Go through to face the boss.







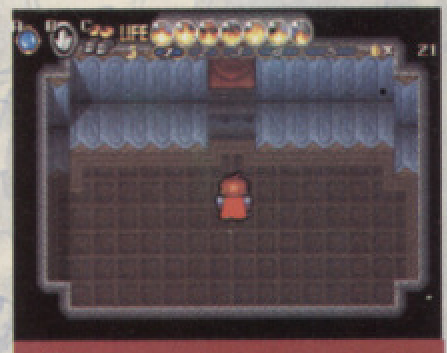

*When the freeze is activated (middle) a ball will freeze (above). Pick it up and chuck it at him.*

Defeating Gueid the elf will take time and patience. As he floats about the lava, he'll summon fireballs that shoot towards you. At this point, you should freeze the balls so they turn to ice, pick them up with the power gloves, and throw them back at him. This will take lots of attempts so keep at it. Your reward will be the blaze orb. Now use one of your angel wings (you should have one), and you'll end up at the start of the Labyrinth.

Equip the blaze orb and the power gloves and then take the first passage on the right, the one blocked by ice. Use the fire dragon to smash it, and go down and over the gap to get a record book. Then go up, smash another block and go left to get the all important passage mirror.

## HOBBIT VILLAGE

As you enter, make sure you go to the well at the top right and drink the water, as it will completely stock up your life. Then talk to the trench, and it'll tell you about the fountain. Now go to the pond at the top left of the village. This has to be one of the toughest parts of the game so far. As you go into the maze, you'll the left and right controls have been reversed. However, if you go up a room, then through the right door, and down, you should be in a room with a differently coloured floor. Use the passage mirror in here and the whole level will be reflected back to it's normal state. Other parts of the stage require you to be back in the reflective stage. From here on, the room will be referred to as the reflective room.



*When you are stuck, go to here, and use the mirror to swap the maze around.*

With the level in its normal state, go right through two rooms, and then go to the top right corner of the room and pick up the bomb. Quickly take it to the brown door in the bottom right of the same room, so the bomb blows it up. Now go back to the reflective room and use the mirror. Now come out, and although you should go to the same room, it's reversed, so go left as far as possible to the room with the spikes. Go to the face that spits out bombs in the bottom of the room, and then freeze a bomb and take it to the top, and blow away the eye door. Now go up through another room and do the same thing again, freeze the bomb and blow up the eye door. The chest contains a healing herb.
Exit the chest room and take the exit in the right wall in the next room. Walk round the spikes and another face in the wall will spit out three large bombs when you get



Walk up to the mouth, and it'll spit out the bombs. Pick one of them up and...



...explode it by the door to open the door, and reach new parts of the level.

close. Take one of these and blow up the door next to it. Now go through here and right to get an angel's wing. Go back to the reverse room, and then go back to the rooms just mentioned containing chests (remember directions are reversed). One of them contains the all-important blue key.
Go back to the reflective room, and change back. Go up, pick up a bomb from the mouth in front of you, and then take it to the door to the far right of the room and blow it up. Reflect back to the normal state in the reflective room, and then go left, and up. At which point you should be standing in a room with a bridge to your right. Peg it across this bridge, as it collapses as you go, and then pick up one of the three bombs that the mouth spits out and again, blow up the adjacent door. The door in the far left of the room will open now you have the key. You now go on to face Karry.
Karry appears difficult at first, but



This is the room you need to go to when the key is in you possession. It'll open that door.

she is in fact pretty easy. Equip the jump shoes, and then jump over her ball and chain as she swings it around. When she throws it out in a straight line, this is the time to attack. Quickly switch to the sword, and hit her while the chain is still extended, and switch back to the jump boots and repeat the process. You'll be whisked back to the Hobbit village, with all its inhabitants safely back in their dwellings.



When Karry starts to swing the ball and chain all over the place, jump over it...



...and when she stops, run up and hit her with the sword, and start to jump again.

## HOBBIT VILLAGE 2

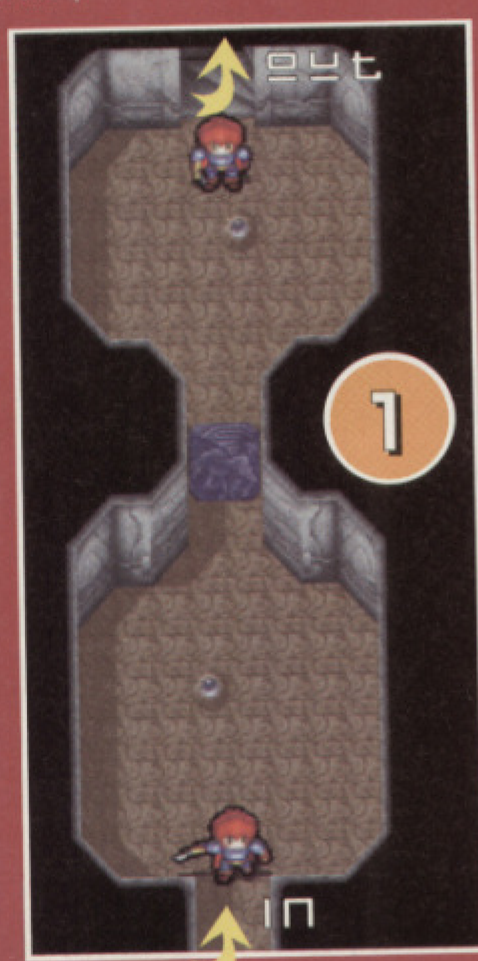
Walk around all the houses and talk to the people that you meet. When you walk into the Hobbit elder's house, he'll chat to you and present you with the Pegasus Helm. Now drink from the well again and, if you can afford it, buy a bottle from the bloke above the well. Now head to the Wind Labyrinth. It's the Labyrinth in the dark area below the Thousand Year Tree




Your reward for rescuing the Hobbits is the Pegasus Helmet. Now head for the Wind Labyrinth.

## WIND LABYRINTH

This is actually a very simple level, but requires lots of skill when you are flying. The trick is to keep an eye on the lights that flash when you are flying. When the lights are blue, there is still a load of flying time to go. When they are bright red, it's running out, and when the red is dim then it's time to land and charge up again. Here are the maps for this level. Follow the doors in number order to reach the boss in the quickest time.















To defeat the the boss takes more luck than judgement. Equip the helmet and the blaze orb and fly over to him. Then all you have to do is keep flying around, making sure you never land, and keep firing the fireballs in his direction. If you keep flying over the main part of the area with the most Pegasus Icons (the ones that let you fly) then you'll be virtually guaranteed to stay in the air.




*He obviously has a secret lust for Karry, as he goes mental when he realises you killed her.*



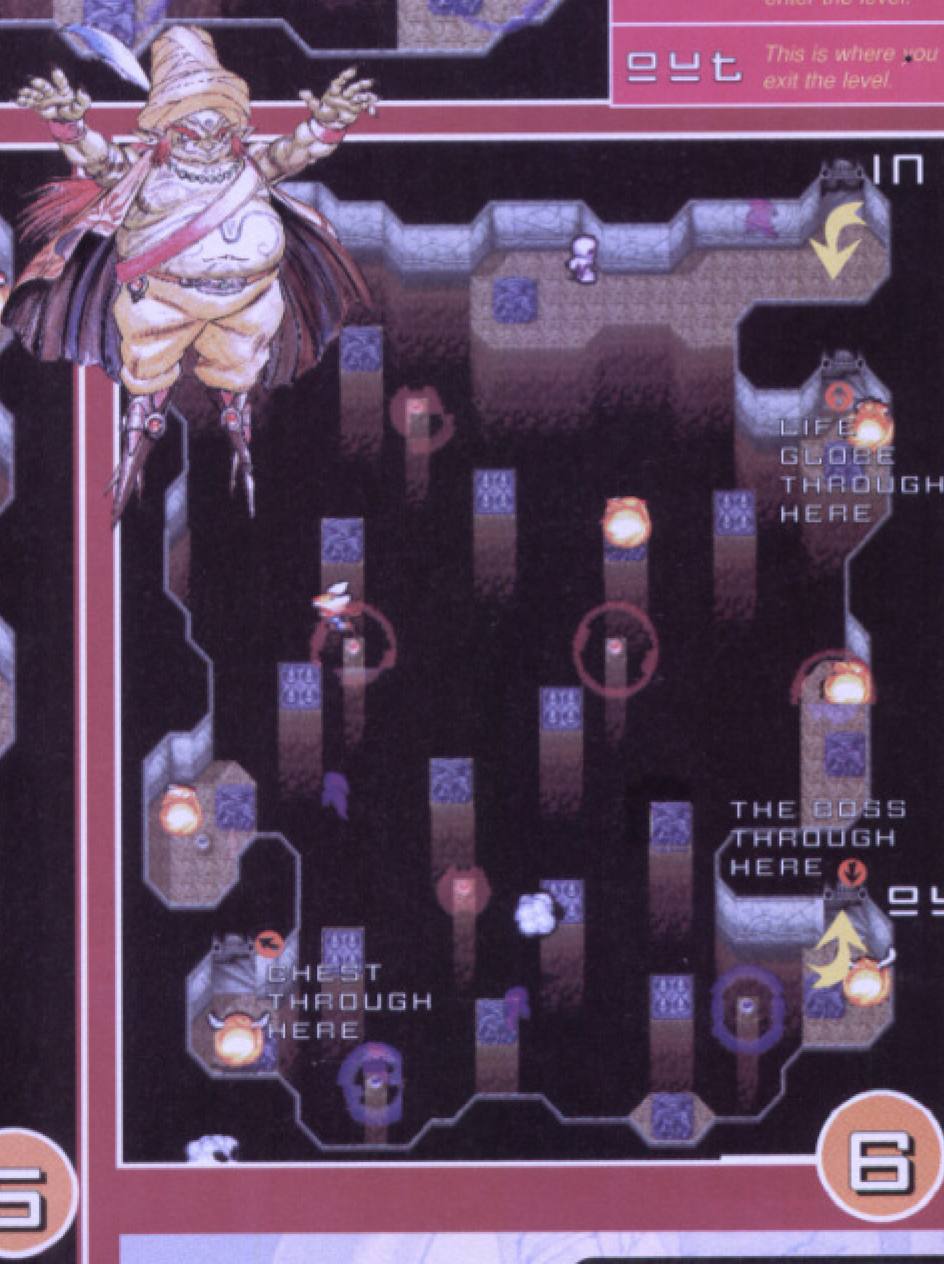
*Use the fire orb when flying, and keep rolling off the shots. Make sure you don't fall off the edge.*




**KEY**

| | |
|---|---|
| IN | This is where you enter the level. |
| OUT | This is where you exit the level. |



# D-MYST

## LEVEL 1

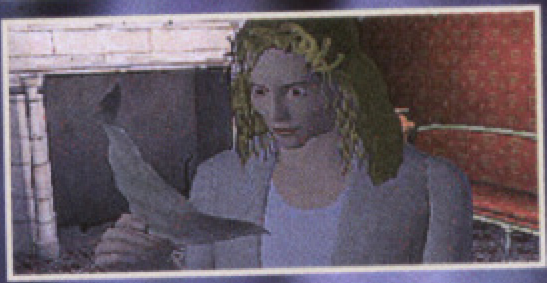
Walk through the dining room and up the stairs on the left. Enter the door ahead and examine the fireplace. This reveals a key. Then walk over to the chest of drawers and open the top one. Take the piece of paper you retrieve and retrace your steps to the dining table. There is a bowl of liquid halfway along the left-hand side of the table. Dip the paper to reveal a sequence clue. Return to the chest of drawers and open them in sequence to find a large bolt tightener. Back downstairs and use this object on the barrel, disarming a trap mechanism in the same room. Walk across the room and down the steps to find the door to level 2. On this is a numerical clue. Return to the dining room and unlock the door on the top right-hand corner. In the left chamber behind this door is a numerical combination lock. When the lever is lowered, the first barrel will spin. When raised it stops. Lowered again, the second will spin, but when raised again, the second barrel will advance by the same amount of numbers shown on the first barrel. Use the clue on the door to find the combination. An item allowing you passage to level two lies within.








*The number on the door above shows the combination needed to open the puzzle (below). Twisting the handle moves the numbers up and down.*











## LEVEL 2

In the large room you find yourself in, examine the picture above the fireplace, which reveals an animal pattern. Walk to the bedside, where a rotating spindle holds the same animal characters. Align them as the cryptic clue and the double doors will be opened. Walk through the following room into another dungeon filled with cadavers. Examine these to find a key. This fits the desk back in the first room on this level. Within the drawer is a book. Take this to the bookcase in the second room and fit it. Lo! A secret passage is opened and the second level is complete.





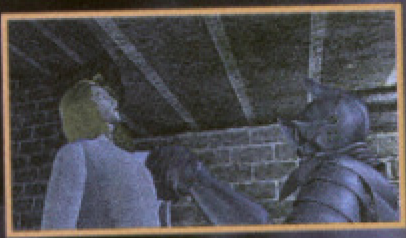


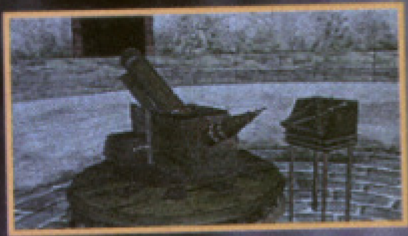
## LEVEL 3

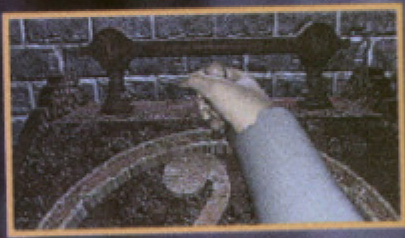
You are in a circular chamber that functions as a lift. By grasping the handle and making successive turns you can visit four distinct areas. First turn 3 times, and you will find yourself in a corridor lined by suits of armour. When you reach the end of this, you must be on your guard to obey some quick directional commands. When you have retrieved a sword you can leave this level. Turn 8 times. You are now in a garden. There is a door on the right, fit the sword into the hole to unlock it. Inside is a small observatory. Looking through the telescope, there are various constellations. Two of these match the statues found downstairs in the garden; Sagittarius (the archer) and Aquarius (the water-carrier). Either guess the shape or consult an astrology book to define these. Note the colour of the stars in the constellation. Go and examine the statues and press the button matching the colour of each. This drains water from the ornamental pool. Return to the lift and turn 10 times. You will be in a chamber where a chest floats on a pool of water. Retrieve the gun from this chest. Back into the lift and turn 3 times. You emerge to face a stained glass window. Fire the pistol at it, to blast away to the final confrontation.





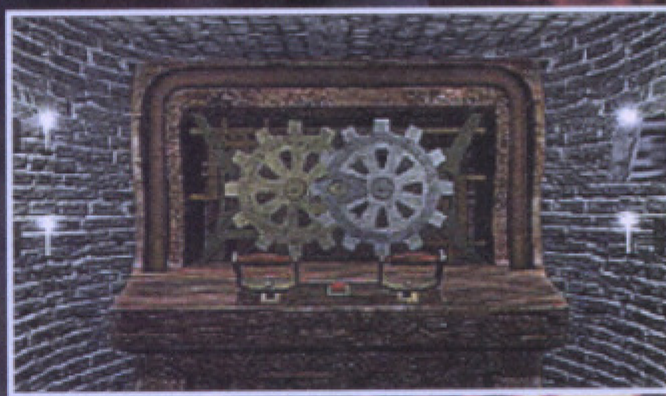








**The fourth letter of the Alphabet: it's D-lightful, it's D-lovely it's Acclaim's D. Warp's D has created a rather frothful frenzy in Japan, where its follow-up, Enemy Zero, is eagerly awaited. With this in mind, we provide you with a no-nonsense solution to the first game's problems.**



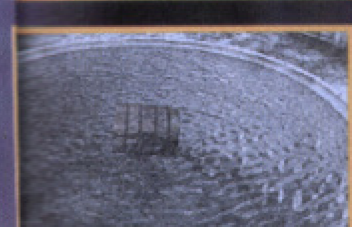
# FINAL LEVEL

Once the window has been shot through, you'll emerge at the bottom of the ladder. Climb it and you'll eventually come to a long, darkened corridor. Walk along, and when you get about half way through, you'll stop walking. Turn to the right and walk forward into the wall – it will open to reveal a room. Go in and you're faced with a puzzle. You have to turn the two cogs so that the hole on the grey one and the red ball on the brown one match up. This will reveal the passage to your father. Wait for the sequence to end, and when he turns into a demon-type thing, use the pistol to shoot him. Then sit back and enjoy the ending.

## TIFIED

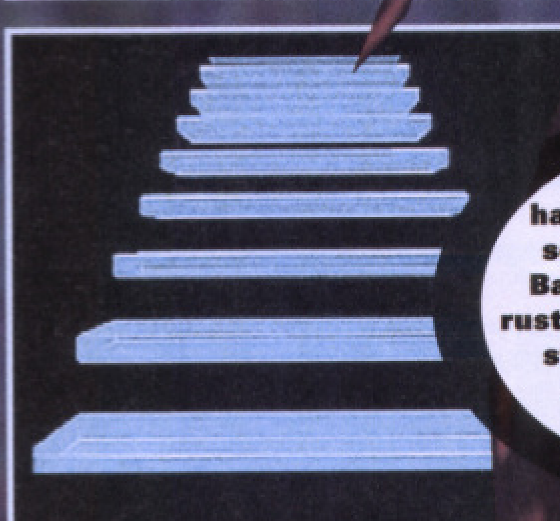












*These are your steps to destiny. Go up these to enter the final battle with your father. Spooky, innit?*




With thanks to P. Kerr from Erdington, Birmingham, whose excellent D guide arrived just in time to help us with some of the tricky bits at the end.

# LOADED

| | |
|---|---|
| BY | GREMLIN |
| RELEASE | JULY |
| PRICE | £44.99 |
| GAME TYPE | BLAST 'EM UP |

BREAK DOWN

1-2 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
TOUGH

CONTINUES
5

SKILL LEVELS
5

RESPONSIVENESS
GOOD

**ORIGIN**

Appeared on the Playstation to much critical acclaim at the beginning of this year. The Saturn conversion was a mere formality.

**GAME AIM**

You are a prisoner in the high security penal colony on the planet RAULF. You must escape the prison and kill F.U.B.

**BEAT THIS**

COMPLETE SPACE PORT 1

**This is the future of prisons as we may well know it. Slopping out, the exercise yard, visiting hours, none of this in the space age mate. You see, this prison holds some of the most vicious criminals in the galaxy. These people don't value any life form whatsoever, and would do the most awful things at the blink of an eye. It was the prison that everyone looked up to. Run with clockwork-like efficiency no-one had a hope of escaping.**

That all changed, however, when F.U.B. aka Fat Ugly Boy (not a joke) became the head warden. How he managed to obtain such a lofty position is unknown, but it's a strange coincidence that his main rivals for the job suddenly died just around 'employment' time. Now that F.U.B. is in the position he so badly wanted, it appears that he has hatched some form of master plan (Daaaa dada dum) to build a machine to open gateways to other dimensions!

In fact, he has being tweaking the fabric of the universe, meaning he can also manipulate terrain, resulting in his idea to hold planets, solar systems and maybe even complete galaxies to ransom. All this has been made much easier by the fact that the only people who could have stopped him, are in fact already locked up, out of harm's way. But in another of those bizarre twists, F.U.B. has bizarrely left all of the keys lying about in the levels in a bid to coax the prisoners into escaping...and hopefully dying in the process.




## IF YOUR NAME'S NOT DOWN...

Loaded features six of the most bizarre characters you're likely to find in any computer game this side of the galaxy. In fact, they are so bizarre that we've decided to let you get to know them. Tonight Matthew, I'm going to be...

### FACT FILE #1

## CAP'N HANDS




He is one of the most feared and despised Cirates in the whole galaxy, and the only human part of his body is his head, which is pretty demented anyway. The rest of his body is an old Cyborg design from some 200 years ago, but he likes it so much that he chose not to upgrade when the new models arrived. Another reason for this is the various tattoo style arrangements he has adorning the metal shell. Many a night he spent, telling his fellow inmates how he acquired them. The most told story is about the 'Dancing Bare Lady' design but only his closest friends and those about to suffer a horrible death by his hands get to see it.

**SPEED:** Moderate

**ARMOUR:** Average

**WEAPONS:** Flintlocks

**ULTRA BOMB:** Vortex Bomb








## PSYCHO'S BACK!

What sort of rooms would you expect to find in a prison these days? If recent reports are anything to go by, pool halls, TV lounges and jacuzzi/sauna areas are probably the closest thing you get to cells, but in futuristic land, we'll have none of that. Padded cells are more commonplace, complete with straight-jacket wearing inhabitants. So if being attacked by people without the use of their arms is your idea of a good laugh, then look no further than Loaded for the ultimate in Psycho gaming experiences.

## FACT FILE #2

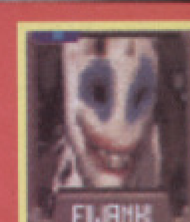
### FWANK

**SPEED:** Slow

**ARMOUR:** Good

**WEAPONS:** Neutron Spheres

**ULTRA BOMB:** Homing Teddies




There had to be one in the team, and Fwank is it. He is the resident psychotic. He basically doesn't give a toss about any of his fellow humans, seeing them as expendable toys for his amusement. He has the mental age of a six year old, and the body of a steroid-eating wilderbeast who doesn't shower. His only source for care is his teddy bear Percy. His true identity remains a mystery, down to the fact he wears a used paper bag over his head. The subject of his true persona is more talked about than the identity of the late Kendo Nagasaki (ask your dad).

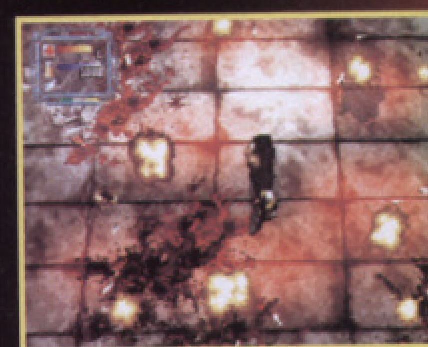


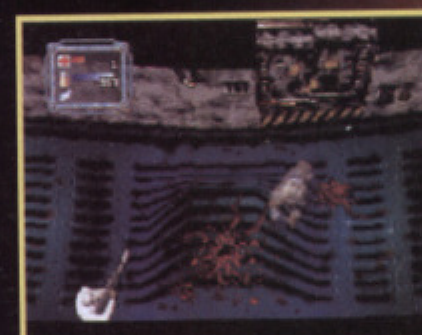



# DID YOU SPILL MY PINT?

Each of the 6 characters is equipped with a special attack that acts as a smart bomb clearing the screen of all the enemies. Some of these are the standard explosive action you may have seen similar versions of in other shoot 'em ups, but others are very much unique to this game. Take, for example, Mamma's Ripple Grenade that makes the whole floor rock, wave style.


VORTEX BOMB


FRAG MISSILES


RIPPLE GRENADE

## FACT FILE #3

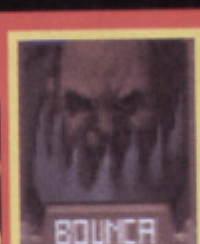
### BOUNCA

**SPEED:** Moderate

**ARMOUR:** Medium

**WEAPONS:** Missiles

**ULTRA BOMB:** Frag Missiles




This guy is one of the most travelled people in the galaxy. Some of the things he has experienced would turn even the most diehard explorers green. But all of these 'wonders' fly completely over his head as the only thing he is remotely concerned about is "Slapping some innocent geeza about a bit." You may as well have sent a baboon around the galaxy and then questioned it. It'll probably make more sense and you certainly won't run the risk of having your intestines blown out for asking. To say the bloke was a little thick would be like calling anorexics a bit thin.







SONIC BLAST



EXPLOSIVE RING



HOMING TEDDIES



FACT FILE #4

## BUTCH




Butch just happens to be the nuttiest cross dresser still at large in the galaxy. Apparently, he doesn't wear the clothes by choice, he just grabs the first garment that becomes readily available to him. This, by some strange quirk, always happens to be a lady's garment. This perhaps wouldn't be too frownworthy, were it not for the fact that he is actually a bloodthirsty skinhead, So, if anyone feels unable to contain their jibes in his presence...well lets just say that they won't be laughing for very much longer. His flame thrower has been named The Flaming Queen, due to the fact that when it's sparked and burning, it sounds like it's barking. Allegedly.

**SPEED:** Fast

**ARMOUR:** Medium

**WEAPONS:** Flame Thrower

**ULTRA BOMB:** Explosive Ring



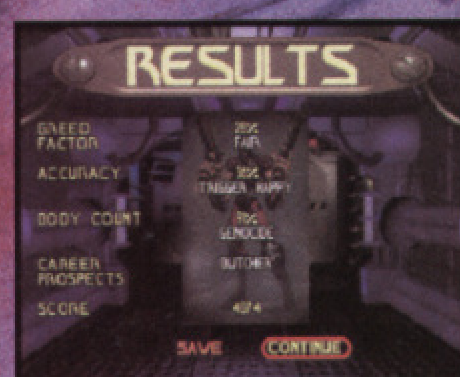
*Check out the way the area around Butch lights up when he uses his gun. Cool.*

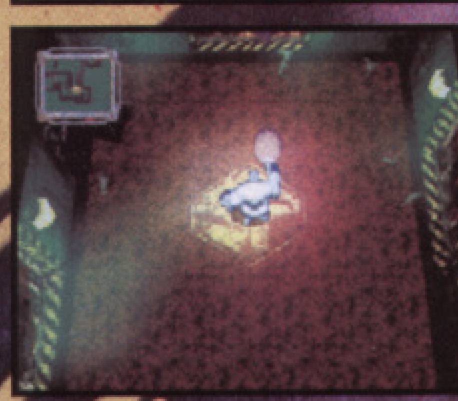


## LOCKSMITHS 'R' US

Beneath all the carnage and destruction is a brief task linked to your exiting the current level. Most of the time this requires locating and collecting the four coloured pass keys that open each of the doors. It's these keys which allow access to the representative coloured sections. And do you know what the good thing is? The keys are usually located in the darkest depths of each section, so you end up wading through the whole of the levels. Still, at least you get to maim a few more zombie-type blokes.









## FACT FILE #5

# MAMMA




Mamma is a prat. Plain and simple. Left abandoned at the busiest space port in the galaxy, he was brought up with no National Curriculum, manners or morals as we might recognise them. So he fumbles his way through his day to day life, with the vocabulary of a deaf and dumb amoeba. In fact the only word he knows is "Mamma". One thing is known about his parents, however – his mother was good friends with a large apelike creature. The RSPCA have since been notified and are taking their investigation very seriously. One thing's for sure – he's a weird geezer.

**SPEED:** Slow

**ARMOUR:** Good

**WEAPONS:** Plasma Gun

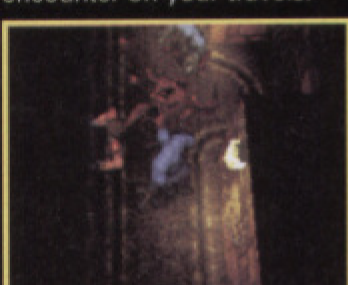
**ULTRA BOMB:** Ripple Grenade





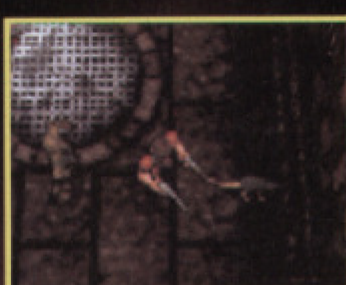
## NME'S

The psychos aren't the only ones whose primary objective is to rid the prison of your good selves. Here are a couple (and only a couple) of the other enemies you're likely to encounter on your travels.



### BLUE GUARDS

They appear early on, and are pretty weak really. Get slightly stronger in some of the later levels.



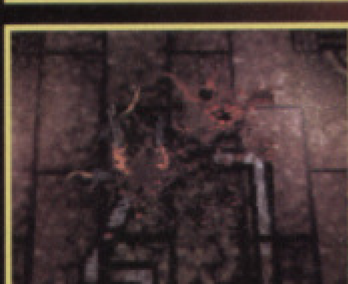
### DARK ZOMBIES

Another weak opponent, these shouldn't provide any hassles as they can be dispatched quickly.



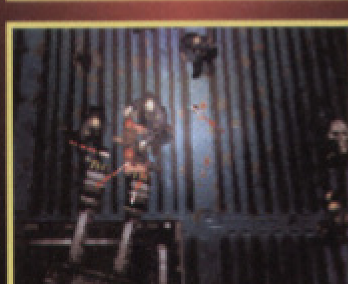
### LIGHT ZOMBIES

Now these are bloody annoying, and tough to kill. Kind of like the Stars in Their Eyes of zombies.



### RATS

Aaaahhhhh! These are so annoying it's untrue. Hard to shoot due to their speed and agility.



### LASER GUARDS

They stay still most of the time, but couple that with a powerful weapon. An average enemy.



### ARMY PRISONERS

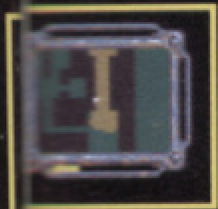
These fellas also show up early on in the game, but don't provide much of a challenge. Easy to kill.

## COMMENT



STEVE

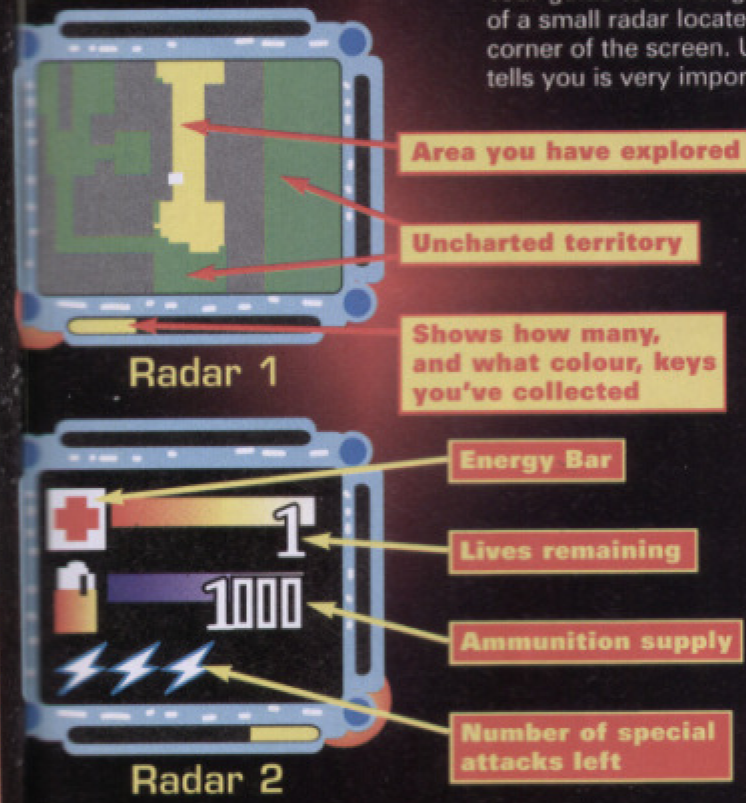
**A bit of gratuitous violence whisked in with loads of shooting action and a splattering of blood sounds like a recipe for success in my book. And this game delivers in every respect. The only problem is that I think I'm turning into some form of bloodthirsty crazed psychopath. I NEED MORE, heh, heh. Ahem, excuse me. The game doesn't start at a leisurely stroll – it's more of a hundred metre sprint because you're thrown straight into the deep end. The main argument from people who dislike this is that walking along and shooting a bit is far too repetitive. But that is what made me play this so much. The fun I had from splattering people all over the tarmac was immense, and just encouraged me to do it some more, and get further and further into the game. What is also noticeable is that the tunes suit the atmosphere the game aims to create down to a tee. Rock 'ard pumping tracks, etc. I cannot stress how much I like this game, and I think the only thing that fairly sums it up, is purchase now for the blood party, shooting frenzy of your life. Or something.**






## PARDON ME, WHERE'S THE EXIT?

Your guide to the stages comes in the form of a small radar located in the top left hand corner of the screen. Understanding what it tells you is very important...






## COMMENT

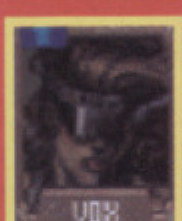


MARCUS

**This is just the sort of mindless, violent, frenzy-inducing video game filth that gives people like us a bad name. And I love it. Perhaps best described as an overhead version of Doom, Loaded manages to be even gorier, with some very impressive graphics working in perfect, er, harmony with some of the best sound effects I've ever heard in a game. The lighting effects work in subtle ways that you initially don't register, but which ultimately contribute to a genuinely dank and gloomy atmosphere. Even the substitution of a fine mesh effect for the smoky transparencies works pretty well, and the game is refreshingly free of the slow-down the Playstation version suffered when things got frantic. Yeah, it's a bit repetitive, yeah there's not much variation in gameplay, but the buzz you get from blasting away in the most politically incorrect game yet far outweighed any doubts I was harbouring. Loaded rocks.**

## FACT FILE #6

## VOX




Vox is a very sleek customer indeed – rumours abound she can kill with a single word (most of which are sadly unprintable here). In some elite quarters she is known as 'The Siren' because of her sumptuous good looks. And her response to this nickname? "Do I look like a flashing blue light?" Her melting Hail Flail was developed by her and a sect known as the Gabbist Monks, who undertook the vow of never staying silent for more than a second, and who are the self-proclaimed lords of amplification. The device channels sound to boom mikes strapped to her visor.

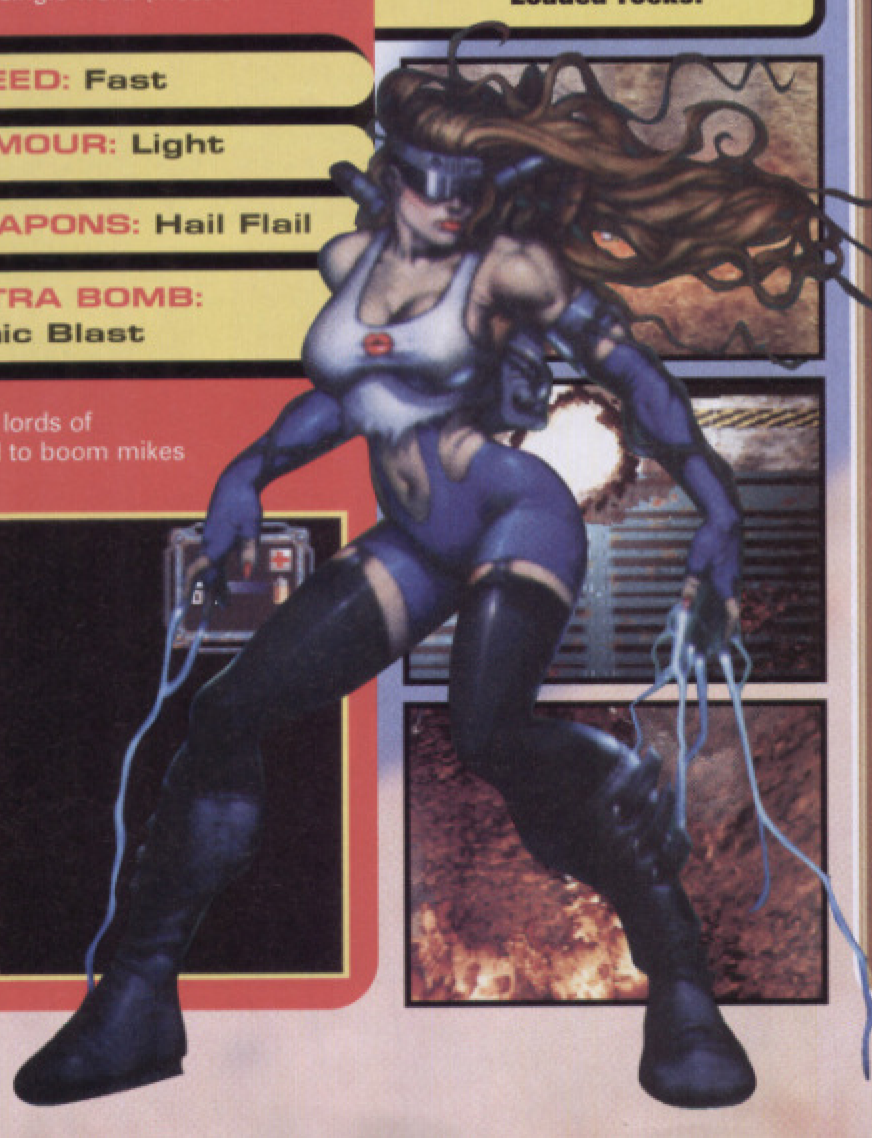
**SPEED:** Fast

**ARMOUR:** Light

**WEAPONS:** Hail Flail

**ULTRA BOMB:** Sonic Blast





**GRAPHICS 94**

▲The Saturn pulls off all of the light tricks, whilst the game creates the perfect atmosphere. The smart bombs are superbly done.

**ANIMATION 90**

▲The rendered bits on the character select screen look good.
▼But the in-game animation doesn't seem as polished as it could be.

**MUSIC 93**

▲Pumping tunes, including two tracks from Pop Will Eat Itself, are the order of the day. Most excellent.

**EFFECTS 93**

▲The squelches are awesome. And the other little effects like moving doors and gunfire are good.

**PLAYABILITY 92**

▲So much to shoot. Mass murder ahoy!
▼Maybe too repetitive. No real variation on the levels.

**LASTABILITY 93**

▲If you restrain from using the easy settings (they are still hard), this is mega tough.

**OVERALL**

Gremlin come up trumps with an excellent conversion. Shoot, shoot and shoot some more! Blasting fun at it's very best.

**93**




**BY** ACCLAIM

**RELEASE** JUNE

**PRICE** TBA

**GAME TYPE** SPORTS

**BREAK DOWN**

**1-2 PLAYERS**

**ORIGINALITY**

**CHALLENGE**

**ACTION**

**STRATEGY**

**REFLEXES**

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
EASY/MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
2

RESPONSIVENESS
OKAY

**ORIGIN**

Acclaim muscle confidently into their natural constituency, American sports.

**GAME AIM**

Hit balls and score runs on the diamond, catch your opponent out.

**BEAT THIS**

12-2, Baltimore vs Atlanta

# FRANK TH… BIG HU… BASEB…

**No one plays baseball in Britain (apart from a sad bunch who convene in Hyde Park of a Sunday morning). Therefore, UK sales of baseball bats can be broken down into the following: Hyde Park Baseball Club; 3 per annum. All other baseball players, 26; Reg's quick debt collection agency, 15; Millwall supporters' club, 300; Metropolitan Police (er, baseball 'social club') 158; Acclaim (for PR purposes relating to baseball games) 3012.**

Ironic, isn't it, that baseball bats are crap for hitting anything as small as a ball (which you will concur with if you've ever tried) but are just the ticket for hitting people. Acclaim, however, have decided to play ultra safe and provide us with a ball game, not a beat 'em up. And to endorse this motion-captured masterpiece they've found Frank Thomas, who is, we assume, famous in the States. Not to be confused with John Thomas, which is a slang term for your willie. And would take less kindly to baseballs being pitched at it.

## SLUG-U-LIKE

Batting is a simple affair, with the motion-captured movement of the main sprite in evidence, though curiously limited in the batting animation stakes. The secret of getting a home run is in timing, with the added finesse of directing the ball achieved by moving the D-pad as you strike it.

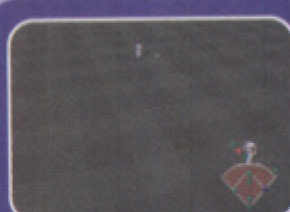




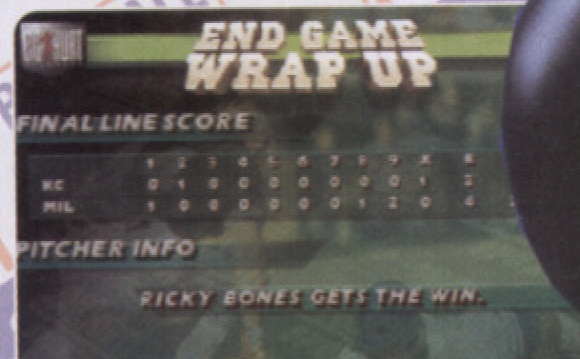


## ETA

Fielding is pretty easy, as the computer cannily selects the nearest fielder according to the ball's trajectory. The inclusion of a marker showing the ball's projected landing spot is a big bonus, but if you feel this makes the game too easy, it can be removed.






*Good ol' Ricky Bones. His brother Funny wasn't bad either.*

## NATIONAL GRANDSTAND

Big Hurt far outdoes World Series Baseball in the choice of stadium backdrops. Every team's home arena has been digitised into the game, so your surroundings change with each league encounter.





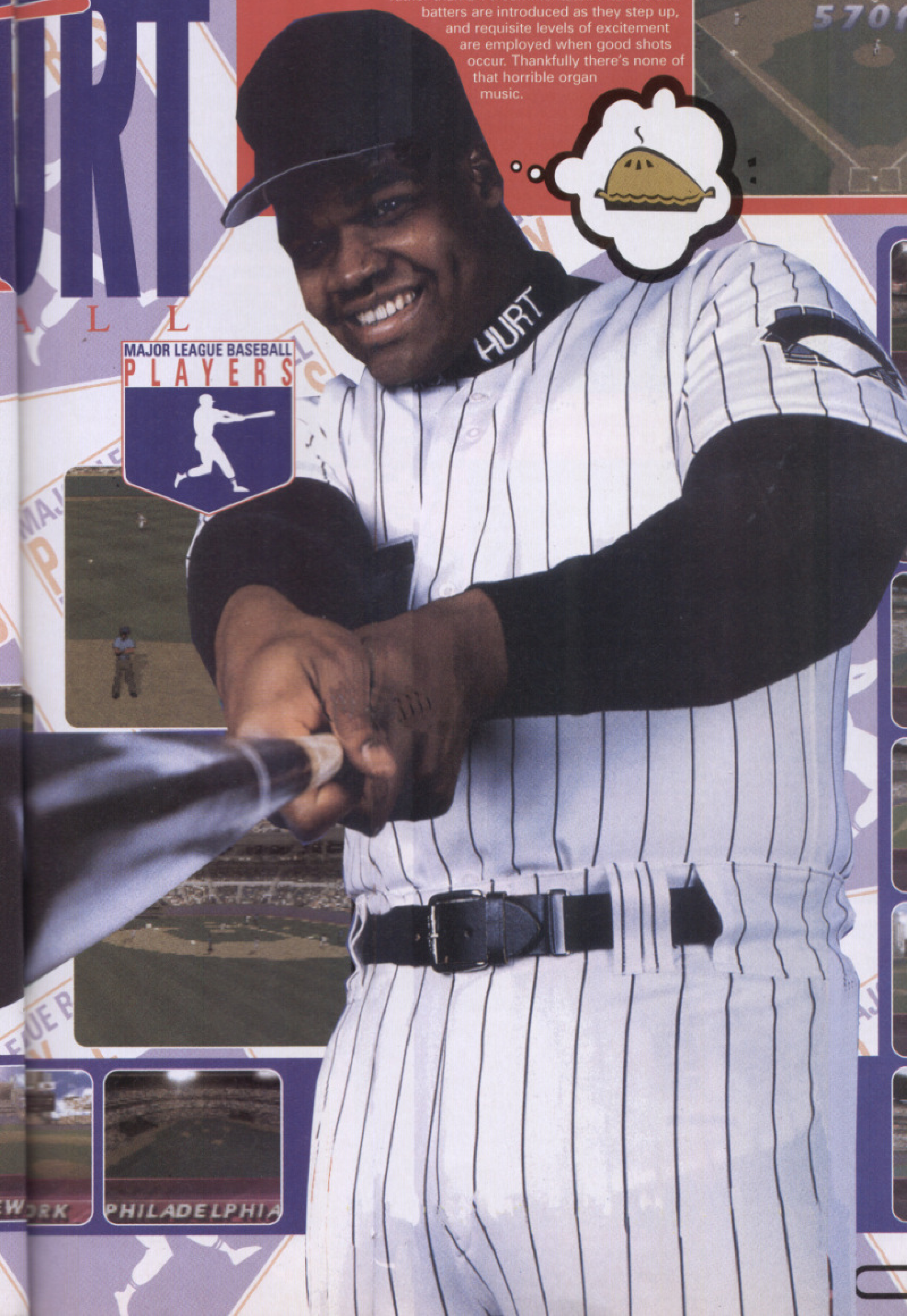




## THE WORD

There is a commentary to accompany the game, and a minor innovative touch is creating the echo of a stadium announcer, rather than a TV commentator. Pitchers and batters are introduced as they step up, and requisite levels of excitement are employed when good shots occur. Thankfully there's none of that horrible organ music.






## INSIDE LEG

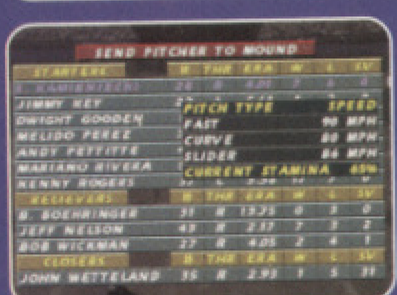
Big Hurt baseball is a classic American-style sports simulation in featuring the obsessive one-upmanship when it comes to statistics. Even back in the Genesis days, games covered the game performance and abilities of dozens of professionals. With Big Hurt, this is taken about as far as is possible, with full play stats available at any point. Amongst these you'll say some of the big names like Cal Ripken, and they can be useful in moulding your team.










*Why did they call this Big Hurt? Is it because John Hurt has a secret older brother hidden in the game, or did they have a creative burn-out and go home?*



## COMMENT



**GUS**

**Finally, a choice of baseball games on the Saturn, if that's what you really want. I expect not, but World Series from Sega did okay, and was generally deemed to be a fair version of the sport. Acclaim's bid is neither much better or worse. It scores highly in a dedicated coverage of the game as it is at the moment in America, complete with a wealth of statistics. The commentary is also handled in a more atmospheric fashion, although the crowd are pretty mute. It's an easier game than World Series, as the computer fielders are less proficient, so the frustrating turnover of innings without score is less likely to happen in Big Hurt. You can also make it considerably harder for yourself by turning off the ball marker. The main letdown is the rather poor batter figure, considering the much vaunted motion capture employed. All in all a reasonable version of a niche (here at least) sport.**

## COMMENT



**STEVE**

**Sorry, but I really can't get enthusiastic about baseball at all. The real thing or the computer game versions, all of them are boring and in my opinion represent a glorified version of our own dull sport, cricket. The problem with this is that there is nothing to immediately grab you into playing for longer. The controls are strange and awkward, and don't really allow you the freedom of movement (with pitching especially) that other sports titles give you. And the chances of getting people round all of the bases before you get three outs are slim as well. Not my cup of tea.**

## CONFERENCE CALLS

You can choose between the two major baseball conferences; American and National, and the fourteen teams within each. Various season lengths are optional, and you can reduce the number of innings should nine prove too arduous.




### GRAPHICS 78

▲Solid enough diamonds, with some variety in the scenics.
▼Dull unanimated crowd scenes. No 'video wall'.

### ANIMATION 72

▲Okay pitcher, fielder movement.
▼Unexciting running and blocky batter.

### MUSIC 67

▼Very little and none of it memorable.

### EFFECTS 83

▲Like the echo of the announcer's voice, though he's not exactly loquacious.

### PLAYABILITY 82

▲Easy to get to grips with both pitching and batting.
▼The computer is a bit stupid.

### LASTABILITY 80

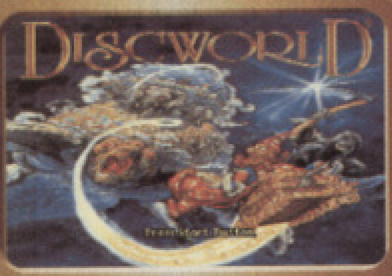
▲Lots of league data, and not too frustrating.
▼No real finesse or skills to expand upon.

### OVERALL

Well composed, and generally accomplished baseball simulation with no stunning features or gameplay.

**82**

# DISCW





BY SEGA

RELEASE JULY

PRICE £39.99

GAME TYPE ADVENTURE

BREAK DOWN

1 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
SAVE GAME

SKILL LEVELS
1

RESPONSIVENESS
SLOW

ORIGIN

Originally a book by Terry Pratchett, this became a successful PC point-and-click adventure. Also appeared on the Playstation.

GAME AIM

Kill a pyro-maniac dragon, infiltrate an evil sect and try to persuade people you aren't actually wearing a dress.

BEAT THIS

FINISH ACT ONE

**Right, have you all got your bizarre, trippy hats on? Good, because if you intend playing this game then you'll certainly need them. You play the 'comic' (we use the term loosely) wizard Rincewind, who inhabits the far out floating city of Ankh Morpork. Well, it's not strictly floating as such, more like resting on the back of a giant turtle called A'Tuin. Man.**

Weird enough yet? So, this city is under attack from a giant dragon and you are the only apprentice wizard naive enough to do the job. But, should you choose to undertake the task (actually, you don't have a choice) then you'll slowly discover just how big the game is. The style is similar to Monkey Island, in that there is supposed to be a strong humour element to this, with you having the ability to abuse anybody you talk to. This doesn't always result in the information you require being handed over, but it may bring a small smirk to your lips. Be warned, however – you may reach for the volume switch when all that tedium and pent-up frustration itches to get out.





*If this isn't the prime example of Mad Cow, then what is? Princess Di?*





*The old gits of yesteryear ponder a future of scapies and incontinent pants.*





*"I'll just powder my nose and do my lippy! Being a star is such hard work!"*













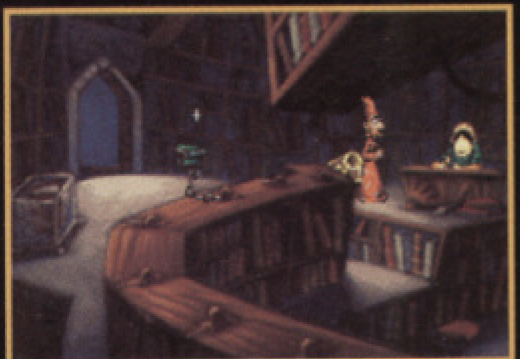






## DON'T MENTION MONKEY

Despite his problems speaking English, the Librarian is a major part of the game. All of your initial conversations with him are gibberish, but with the right items in your possession, he can become a very useful pal. A banana (found in the kitchen) acts as a library card, and he then becomes a whole lot friendlier towards you. He becomes the useful link to travelling through L space, and when you need to find the book, as ordered by the Arch Chancellor, he's your man. Er, monkey. However, our orangutan friend doesn't take too kindly to being called monkey. Every time the word monkey is mentioned, our hairy chum appears and clobbers the offender round the bonce!



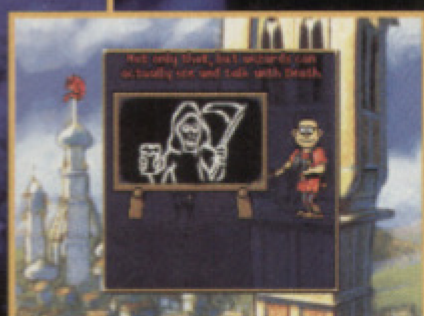




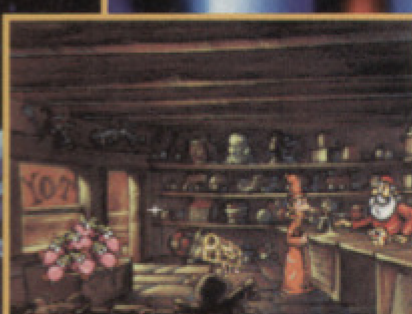

## EEERRRGGGHH! MAGGOT!

When you amble into the square, many curious things await. You can learn how to pickpocket people, visit the Pyschiatrickerist's (boom, boom) and even chat to a scantily clad soldier who threatens to kill you if you make a pass at her. And by picking up a tomato, you're able to throw it at the Tax Collector who is locked in the stocks. Pick up a second tomato, and a small cut screen appears with you discovering a maggot inside it. Grab that maggot, because later in the game you'll need it for a spot of mouse fishing (just play the game!).

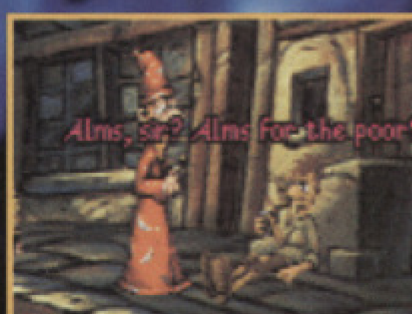




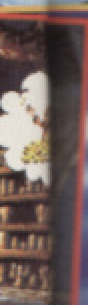


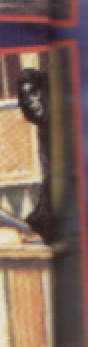


"I'd like a Buzz Lightyear and one of those Woody characters from Toy Story. Oh, and a Mr. Potato Head. Charge it to my account!"




"Sod off you cheeky beggar, who you do you think I am? I am a tight wad, plain and simple. What's that? No I'm not related to Marcus. Tsk."





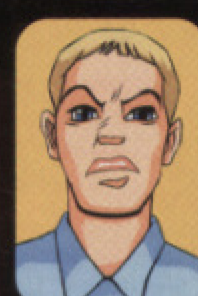
## COMMENT



**MARCUS**

Discworld is the type of game that hasn't troubled consoles to a great extent, and if it finds appeal anywhere it will be with players unafraid of something different and ready for a sophisticated challenge. While I agree with Steve that this is clearly a fine conversion of a good game, I'm afraid my low tolerance of Terry Pratchett's sixth-form humour prevented me from getting too attached to this. Discworld enthusiasts are going to lap this up though, and it's good to hear Eric Idle, Jon Pertwee and Tony Robinson on fine form. Nice game – shame about the gags, in other words.

## COMMENT



**STEVE**

There's something about these point-and-click adventures that attracts me. But only on PC. Monkey Island was awesome, as was Day of the Tentacle and Sam & Max. But these sorts of games lose their way on consoles, the authenticity seems to become lost and the games teeter on the brink of boring rather than amusing. And sadly, that is the case with Discworld. The first time you see a gag, or a one liner, you may be inclined to raise a smile. But after that they become unfunny and irritating. And some of the conversations you have with some of the other characters in the game are so long they feel like essays. On the good side, there is a pretty good plot and storyline if you can be bothered to play further, and there is so much to do that you'd be playing for hours and hours before you're even half way there. Sadly, however, this just didn't do enough for me, and the tedium out-weighed any interest in the plot. As one well known car advert said, "Fun, if you like that sort of thing."

### GRAPHICS 73

▲The backdrops and characters are well drawn.
▼But there is no movement, it's all walk through.

### ANIMATION 71

▲The characters all move smoothly, and pretty realistically. And the sequences help to break up the game.

### MUSIC 70

▼More repeats than the BBC.

### EFFECTS 75

▲Everything has speech where it is needed.
▼But some of the conversations last longer than a constipated turd-ousting contest.

### PLAYABILITY 73

▲The puzzles come thick and fast...
▼...but so do spells of boredom and frustration.

### LASTABILITY 80

▲Bloody huge, this is.
▼Have you got the patience?

### OVERALL

As point-and-click games go, this is probably the best a Sega console has yet seen. But it's still not great – short tempers, stay away.

**76**





**BY** SEGA

**RELEASE** JULY

**PRICE** £39.99

**GAME TYPE** PUZZLE

**BREAK DOWN**

**1 PLAYERS**

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
PASSWORD

SKILL LEVELS
3

RESPONSIVENESS
OK

**ORIGIN**

A Saturn conversion for the latest instalment in the saga that is a puzzle game phenomenon.

**GAME AIM**

Prevent the hordes of green-haired rodents from marching to their doom...in glorious 3-D!

**BEAT THIS**

LEVEL 12

**It's hard to believe that DMA's Lemming creations are now approaching their fifth birthday. Way back in the days when the Master System was considered state-of-the-art, Psygnosis unveiled a puzzle game for the Amiga so simple, so ingenious, and so playable that within a year it would appear on every format known to man, and within three years give birth to sequels of every description – Christmas Lemmings being the perfect example. As with all the greatest puzzle games to date – Mean Bean Machine, Tetris, etc – the idea behind Lemmings was a simple one. 100 of the green-haired critters will quite happily wander into the traps left in each of the scrolling levels unless the player does something about it. Using a series of icons to endow them with climbing, digging, or explosive capabilities, the player was left to help steer the stupid creatures to the level exit. See, simple.**

Now, however, in the world of 32bit machines the tiny Lemmings sprites are deemed unacceptable, so Psygnosis are set to wow Saturn owners as they propel the Lemmings into the third dimension. As such, whereas the stupid creatures once wandered quite happily from left to right, the player now finds them wandering in and out of the screen, making things doubly difficult. 3D Lemmings is a conversion of both the PC and PlayStation versions, but mercifully without the Jelly Bean sponsorship which plagued the Sony version. 'Let's Go', as our Lemming friends are prone to say...

## JOBS FOR THE BOYS

Initially, the Lemmings are brainless fools who will quite happily wander to their doom unless prompted otherwise. At the bottom of the play area, though, are a number of icons which have a number overlaid on them. This indicates the number of moves available to steer the Lemmings to safety and include:



**BLOCKER:** Stands still with his arms out to prevent any Lemmings from passing. Particularly useful to stop the rest of the herd dropping off the edge of a cliff or some similar hazard.



**BASHER:** Similar to the Miner, the Basher can pound his way through the toughest obstacles using his fists! As demonstrated by some of the world's greatest boxers, though, the Basher is limited in IQ and can only be used when directly next to the object he is to demolish.



**FLOATERS:** Falling too far is the greatest cause of death amongst the Lemmings fraternity, but these guys have the perfect cure. As a Lemming falls, selecting this icon arms the falling fool with an umbrella which duly slows their descent.



**DIGGER:** If you can't get over something, go under it! Diggers are superb tunnelling experts, but their skills are a little lacking in that they can only dig straight down. Which brings us to...



**BOMBER:** If something is the blocking the way, Bombers will willingly give their lives to open the way for their colleagues. On priming a Bomber Lemming, a countdown appears above their head — giving the user valuable time to clear away any others in the area before they blow!



**MINER:** Whereas a Digger can only go down, the Miner is a more versatile fellow and uses his trusty pick axe to dig a horizontal path. If he comes across anything too tough to dig through, however, the Miner will down tools. Just like the real thing.



**BUILDER:** Breaching seemingly impossible gaps is this fellow's forte. If the edge of a gap is close to a nearby pathway, the Builder can be nudged into building a bridge between the two areas. Be warned, though, his creative urges only last a short period.

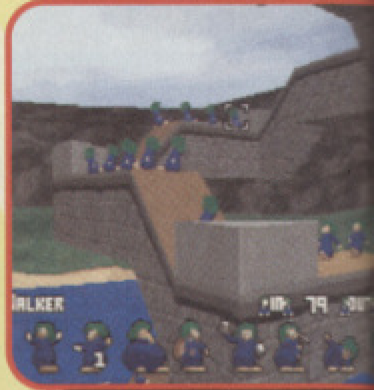


**CLIMBER:** Sheer rock faces prove no problem to the Lemming equivalent of Chris Bonnington. Simply endow the Lemming nearest the wall with this power and he'll pull himself up any surface. Simplicity itself.



**TURNER:** A new addition to the 3D world. A Turner acts like a Blocker but as opposed to stopping his colleagues, the Turner will urge them to take a different route. The Lemming equivalent to a traffic cop.



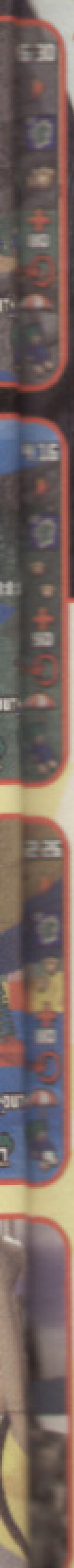








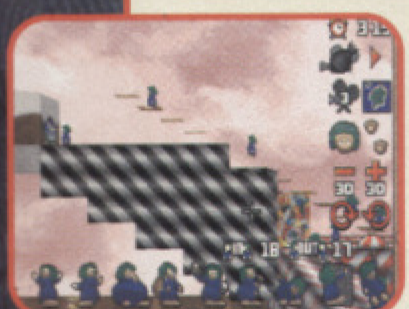


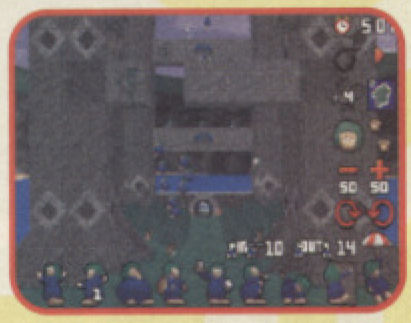



## NOW IN 3D!

The levels in 3D Lemmings are tortuously designed affairs which take the little creatures into seemingly inaccessible areas. However, to the right of the play area lurk a number of icons which allow the user to view the play area from virtually any angle imaginable. It has to be said, however, that combining the control over the Lemmings AND the assorted views proves a little confusing, and some of the more distant views are pointless in the extreme.












## COMMENT



**MARCUS**

Updated or 'enhanced' versions of classic concepts always seem a bit unnecessary. This updated and 'enhanced' version of Lemmings simply clutters up a brilliant idea with an unwanted 3D view. Great, so the action can be viewed from any angle. But what's the point if the majority of the levels can be viewed from afar? Similarly, when there is a need to change the view, it normally coincides with when the player needs to make a Lemming perform a special move – thus making things ridiculously picky to play. This is a quality conversion, but a game that nevertheless frustrates in all the wrong ways.

## COMMENT



**STEVE**

Lemmings is a genuine classic – like that other great, Tetris, it has proved an enduring success on just about every major platform. Like Tetris, Lemmings' charm is due in no small part to its simplicity. I loved the original Lemmings – all you had to do was select an icon, and then arm one of the small sprites with that skill. The 3D element in this new Lemmings instalment does more damage than it does good and, hard as it may seem, almost ruins an otherwise great idea. A disappointment.

### GRAPHICS — 76

▲ Smooth-scrolling 3D play areas, and varied in design.
▼ However, the 3D is pretty pointless to the game.

### ANIMATION — 71

▼ Minimal. The Lemmings shuffle along and backdrop movement is non-existent.

### MUSIC — 77

▲ Typically upbeat background tunes.
▼ Irritating in the long term.

### EFFECTS — 81

▲ Lemmings fans will love the familiar Lemming noises.
▼ Saturn owners will wonder why there isn't more to it.

### PLAYABILITY — 76

▲ The icons used to control the games are simple enough.
▼ Sadly, moving around the screen is a pain in the arse.

### LASTABILITY — 71

▲ Plenty of levels.
▼ The basic lack of excitement kills any plans to progress off immediately.

### OVERALL

The 3D is completely pointless, and only serves to detract from what is, at heart, a very playable game.

**73**




**BY** CAPCOM

**RELEASE** OUT NOW (IMPORT)

**PRICE** IMPORT (£65)

**GAME TYPE** PLATFORM

**BREAK DOWN**

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**1 PLAYERS**

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
PASSWORDS

SKILL LEVELS
1

RESPONSIVENESS
AWKWARD

**ORIGIN**

Megaman (as it's known here in Europe) first appeared on the NES many moons ago, and spawned numerous sequels. This is one of those sequels.

**GAME AIM**

Kill a dictator and his henchmen, destroy their minions etc. You know the score.

**BEAT THIS**

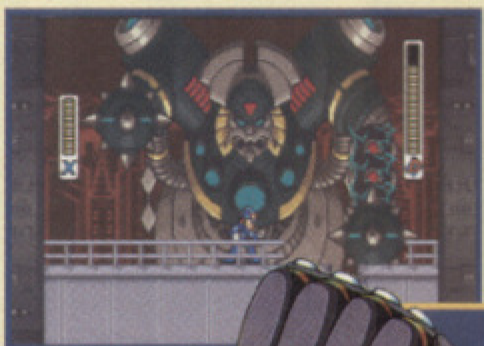
JUST DON'T BOTHER

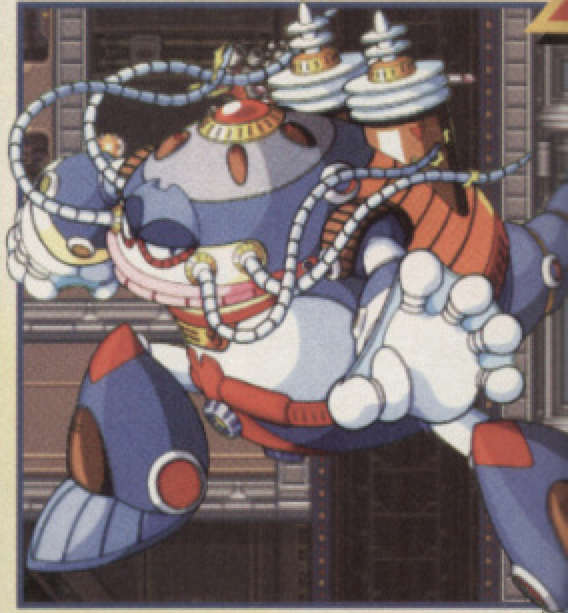
# MEGAMA

**As far as sequels go, most good films and games will end up having a rather poor follow-up. It's sod's law. Take Police Academy for example. There's not just one duff sequel, but six of the little buggers. SIX more films about a bunch of coppers who screw up an assignment, before they discover that they actually succeeded and everything turns out all right. In computer game terms, however, nothing can even come close to the sequel-tastic Megaman.**

**The metal-armed one has appeared in countless games (Capcom even started the first SNES game at ten, so the NES sequels could catch up), with his spud gun-esque arm weapon and his snazzy blue suit. The big surprise is that, having been the rock in Nintendo's third party platform department, Capcom decided to release the Megaman games on a Sega format, first on Megadrive, and now on Saturn. What isn't a surprise however, is that the format of this sequel remains exactly the same as the others...**









## SMEG-A MAN

We're slipping into Mega CD territory here. An old game ported over to a more powerful machine, and all that the programmers do to 'improve' it is throw in the gratuitous intro sequence and a few flashy animation scenes. And Megaman is no different. Every time you select a boss to battle against, you are rewarded with a short manga style cartoon, showing who you are trying to kill and their style of background.




## NOUGHT.. ZIP. ZILCH.. ZERO..

In previous incarnations of Megaman, he faced his mesmeric task alone, choosing to take on all comers with nothing but his bare hands (and the aforementioned spud guns). But in this game he benefits from the ability to change into another mega dude (!), who answers to the name of Zero. And he's a bit of a flash git to boot. Sporting long golden locks and an awesome power sword thing, he holds more strength than original Megaman, and can take more hits. However, he can't be selected to fight against the bosses, and he is only selectable once every level. Oh, and he only has one life.

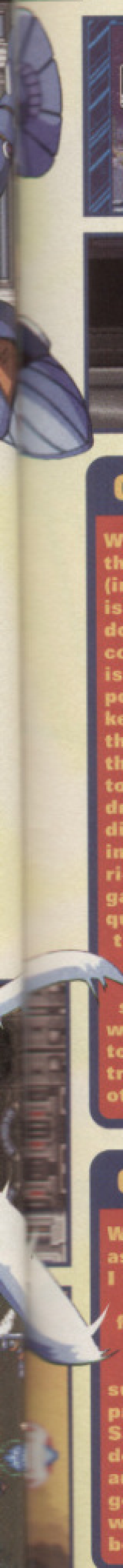






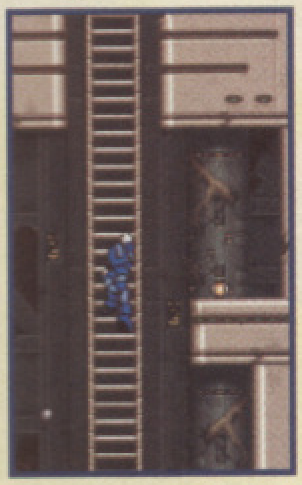
# X3









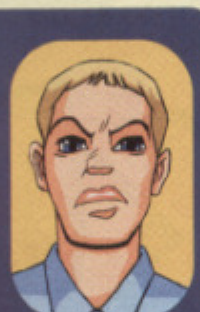


## TRIPLE PROTECTION, WITH WINGS!

In case you're worried about getting too annihilated, then there is another add-on to Megaman's armour that provides slightly more protection than anything with wings. The bipedal walkers are giant droids that Megaman can sit in to ease his progress. Once one of the correct items have been used, the bipedlars become active, and ready for some mass destruction.



## COMMENT



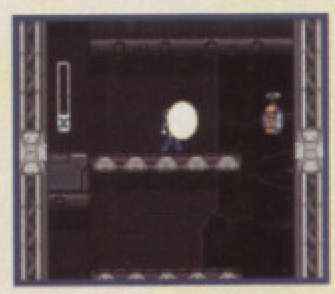
STEVE

When it comes to Megaman, the first thing many people (including myself) think of is Nintendo, and the NES. It doesn't exactly inspire confidence does it? Which is why, with the added power of the Saturn, I was keeping one eye open for this. And now? Well I think that this should have stuck to the SNES and NES, because it's utter dross. I like my games to have a little difficulty to them, but this game goes from impossible, to bloody impossible, and then ridiculous. If this wasn't bad enough, the game is too similar in all of the levels and quickly becomes repetitive. And probably the most shocking thing to come out of this is that the graphics and sound appear as though they've been ported straight over from the SNES version without any enhancement. All that remains to be said is that Megaman X3 is a travesty that only serves to tarnish the otherwise impressive Megaman record.











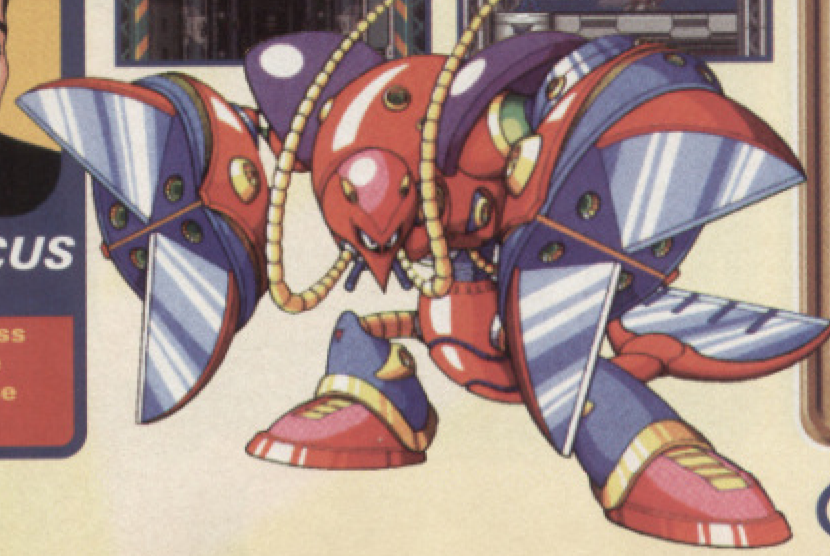


## COMMENT



MARCUS

While I didn't find this quite as challenging as Steve, I found it just as dull. The game's certainly from a fine pedigree, but this really isn't the sort of title you expect to see in such a comparitively primitive form on the Saturn. Retro enthusiasts, desperate platform junkies and Megaman completists will doubtless go for this, but everyone else would be wise to wait for a low-priced UK release before even considering it.



### GRAPHICS — 59

▼We couldn't spot any major differences between this and the SNES version!

### ANIMATION — 66

▲The manga type bits are nice touches.
▼But again, nothing notably improves on the SNES.

### MUSIC — 54

▲Not bad really, typical platform stuff.

### EFFECTS — 60

▼Explosions, shots and clunks of metal. Nothing new there.

### PLAYABILITY — 58

▼Because of the difficulty setting, you won't want to play this at all.

### LASTABILITY — 55

▲Hard as nails!
▼But just as boring and frustrating. Some sections are unbelievably hard.

### OVERALL

What could have been a nice addition to the Saturn platform canon has turned out to be nothing more than a straight SNES conversion. Oh dear.

**57**




BY: SEGA

RELEASE: JUNE

PRICE: £29.99

GAME TYPE: PUZZLE

1-2 PLAYERS

4 MEG

BREAK DOWN



ORIGINALITY



CHALLENGE



ACTION



STRATEGY



REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
PASSWORD

SKILL LEVELS
3

RESPONSIVENESS
GOOD

ORIGIN

Japanese puzzle game with cute characters, no. 753. Will be simultaneously released with the PC and UK Saturn version.

GAME AIM

Match up the animals with their favourite foods and avoid filling up your screen completely, or you'll lose the game.

BEAT THIS

Beat King on hard.

**What kind of problems would the monarchy of the Baku Baku world have compared to our own beloved royal family? Well let me say that they don't catch the gardeners growing cannabis plants in their sheds, and they don't have some ginger tart marry into the family who then gets caught having her toes being sucked!**

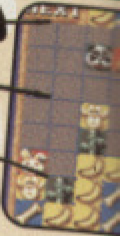
**Oh no, the only worry for the King and his family is finding a new Royal Zookeeper. Anyway, this new position is up for grabs and needs filling (a bit like Diana) and it just happens that you're the person for the job. You play Polly, a young lass who has a way with the animals, and your aim is to work your way through the kingdom beating off all the other applicants for the job, before facing the royals to prove you are worthy of the title. Only then will you get your dream job, the accolades of the King and Co. and the end of the game, but that's not as easy as you may think.**











# BAKUB





## PASS AND MOVE

Something that didn't appear in the Saturn game which has popped up in this version is the password system. After every game you win against the computer, a password screen appears. But, instead of being the standard words or numbers for the codes, each one consists of 4 icons, all taken from the characters in the game. Here are a selection to help you on your way in the normal level.

| | |
|---|---|
| LEVEL 2 |  |
| LEVEL 3 |  |
| LEVEL 4 |  |
| LEVEL 5 |  |
| LEVEL 6 |  |
| LEVEL 7 |  |





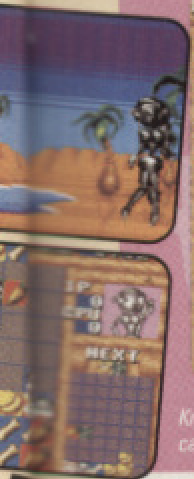





## SHE TALKS TO THE ANIMALS

The object of the game, if you have been locked away for years, is to match up the various objects with the animals that like them, i.e. banana and monkey, bone and the dog etc. The more you can eat in one line, the more points you rack up, and the more blocks will fall over onto the other side and your opponent, so they lose quicker. It's all very sophisticated.








Knick knack paddy whack, give the dog a bone, this ol' man came rolling home in a drunken stupor, singing crap songs.

# AKU




You see where it says 1P, with the number underneath? Well that's how many blocks are about to fall on your opponent. 20 is a good number.

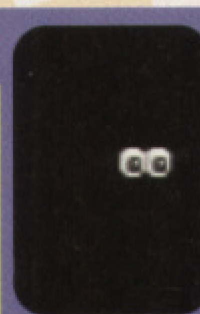








## COMMENT



**STEVE**

Yes! This is what we want. Proper Baku Baku action. In my opinion, Marcus underrated the Saturn version, but even though I was surprised it made the step down, it still has the playability that made the other game so appealing.
Although the graphics have obviously been toned down, they still do more than enough to impress, and the cheesy tunes that you can't help humming don't seem to suffer from the crap GG sound chip (wasp in a bottle and all that). The biggest let down is the amount of time the game takes to drop the blocks. When a line of food is munched, the other blocks above it don't fall down until the animals have finished eating. This means that when blocks above and below need to be linked it won't happen, often leaving lots of blocks that may have otherwise been eaten. However, this is still an excellent puzzle game, and awesome in two player link-up.

## COMMENT



**MARCUS**

This bulemic's nightmare is a big fave in the office – while I personally prefer Bust-a-Move (see page 50) I nevertheless relished the chance to give this handheld version a spin. Playing without the benefit of this game's link-up option, I probably only had half as much fun as I would have had on the Saturn version. But that's still quite a lot of fun. This is just as cutesy as before, with enough cheeky chomping to send Claire squealing round the office. The game is only marred on this format by annoyingly sluggish food demolition, and a general slow-down in pace. A compromise then, but this still comes highly recommended to all budding zookeepers.

## MINI BAKU ACTION!

Well not quite. The Saturn version had the advantage of having both players on screen with simultaneous action. The Gear version obviously can't handle all of this, so the programmers have compensated by putting a miniature version of the opponent in the bottom right corner, just so you can glance over at what is going on. You won't actually be able make out what is going on, but it's helpful in times of need.




### GRAPHICS — 86

▲Clear and crisp. The characters and their relevant items of munch are clearly defined.

### ANIMATION — 80

▲The munching animals pass the time...
▼But had to be made a little smaller

### MUSIC — 89

▲Top tunes. You'll be humming them in your sleep.

### EFFECTS — 83

▼Couple of chomping noises, a thud every now and then and that's about it.

### PLAYABILITY — 90

▲So addictive it's almost unbelievable. The two player mode will destroy your social life.

### LASTABILITY — 87

▲As mentioned, hours in two player mode.
▼Seems to be a tad too easy in the one player game, however.

### OVERALL — 88

Although this lacks in one player mode, there is still enough here to keep you addicted. The best dying breath Game Gear owners could hope for.

# WWF Super WrestleMania

**BY** ACCLAIM

**RELEASE** JULY

**PRICE** £44.99

**GAME TYPE** WRESTLING

**BREAK DOWN**

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**1-2 PLAYERS**

**OPTIONS**
CONTROL JOYPAD
GAME DIFFICULTY EASY
CONTINUES INFINITE
SKILL LEVELS 2
RESPONSIVENESS OK

**ORIGIN**
Well, the WWF has been around in one form or another for bloody ages now, but this version is the newest attempt at creating the perfect wrestle-fest.

**GAME AIM**
Get into "The squared circle" as the commentator so perceptively puts it, and beat the crap out of other blokes in leotards.

**BEAT THIS**
WIN INTERCONTINENTAL BELT

**Everybody knows that WWF is the biggest pile of old grannies' turd this side of Sky One. It's plop. No realism, no real blood and all stamping on the canvas. Despite this, it draws in thousands of viewers every week. How?**

Bam Bam Bigelo, Bret 'The Hitman' Hart and co are popular people, and the number of games churned out by various companies is a testament to that. But, none of them were any good frankly. They were pretty funny until the novelty wore off and, after that, they were pants. But amidst all that crud, one game stood out from the rest: Wrestlemania the Arcade Game. It was a success due to the immense playability. The characters all had outrageous moves, huge combos were possible in a bash-the-buttons frenzy, and it was a top good laugh. How does it compare on the Saturn though? Well that's what we're here for folks.

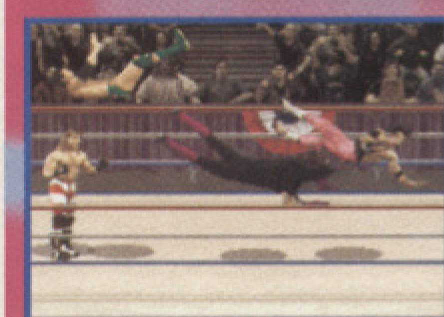


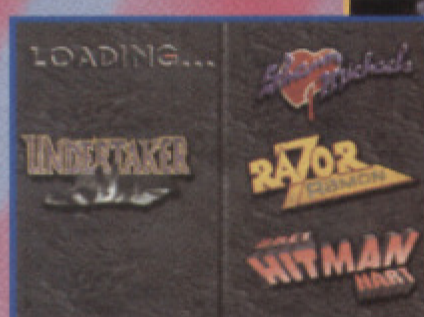
## BELT UP WILL YOU!

There are two skill levels to this game, but instead of coming in the form of easy and hard, boring old rubbish settings, you get the choice of either the Intercontinental Championship Belt (Easy) or the World Wrestling Federation Championship (slightly harder). The difference in the battles is the number of people you have to fight in the process. The easier belt (I can't be bothered to keep saying Interwotsit thing) starts you off against a single wrestler, followed by two fighters about three fights later, and then, for the final fight, you have to beat three men. All that changes for the harder setting is that you get to fight two people from the start instead of one, and the final bout is against four men! Blimey.





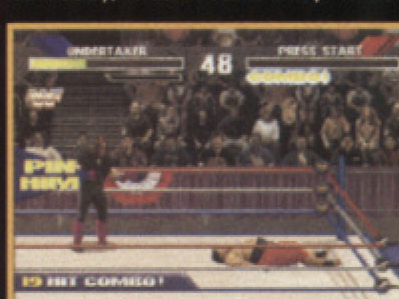








## FOR WHOM THE BELL TOLLS

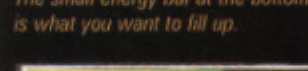
Another nifty little feature of this game is the combo meter and the effect it can subsequently have on the battle. It works in a similar fashion to the strength meters featured in Streetfighter Alpha. During the bout, the bar will slowly rise with every hit and special attack that is landed on an opponent. When it reaches the full level, this is the time to hit those buttons as the combo is charged and ready. To activate the combos, you must be in a grapple, then press forward twice, followed by all of the subsequent buttons. If done correctly, it can result in up to 26 hits for certain characters.







*The small energy bar at the bottom is what you want to fill up.*




*Then the combo meter will flash, and you'll be able to do 19 hits, as in the screenshot shown to the left.*

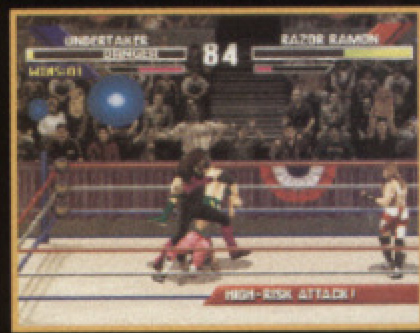




# WF PER EMANIA

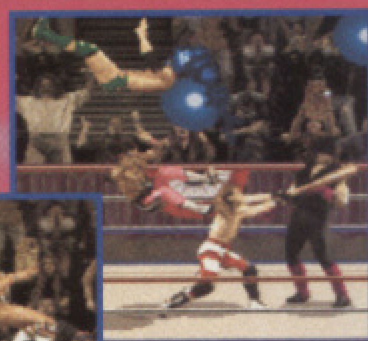


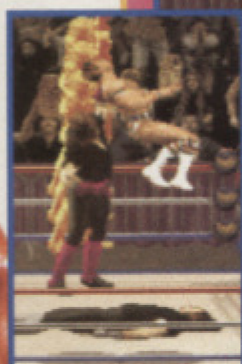


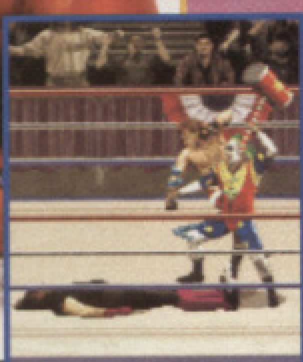


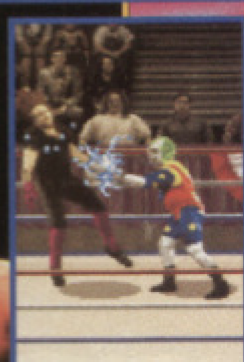

## FROM THE GRAPPLE

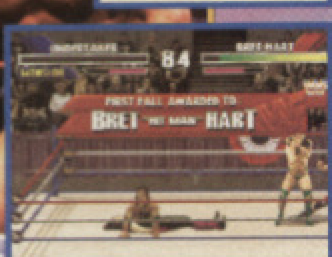
The idea of the game is simple – beat up your opponent. Now, this can be done in a variety of ways, either using the standard punch and kick type moves, or by utilising some of the more adventurous throws and holds, or high risk attacks, to give them their proper name. These manoeuvres gain their name from the added risk element that accompanies their various button presses. The risk is that you are more likely to succumb to reversals, which damage your energy bar.



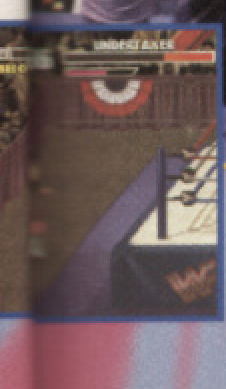










## COMMENT



STEVE

**I used to love wrestling and the WWF (I'd like to take this opportunity to stress the word USED there), but when I realised that they don't actually hit each other and all they do is stamp their feet, it all started to become a bit, well, crap. Even the games had no enjoyment any more as far as I was concerned. But that all changed when this CD came along. It's a top laugh and make no mistake about it. The moves are so 'bonkers', as Marcus would say, that they can only provide giggles and are especially satisfying in two player mode. The combos mean that there is a little to be mastered in the longer term. But the real let-down is in the difficulty level. On my first go I got to the Intercontinental final using only one continue, so to say I was a little disappointed would be an understatement. Overall, It is the best in two player mode, but leaves more than a little to be desired in the one player game.**

## COMMENT



MARCUS

**Speaking as someone who was never taken in by this American atrocity, and as someone who never really saw the attraction of the 16-bit WWF games, I approached this in a less sympathetic way than Steve. And, sure enough, I was disappointed. Yes, it is very funny and yes, there is considerable comedy value in watching this motley assortment of chortlesome charlatans bounce all over the ring at your behest. Behind all this, however, lies the nagging doubt that this is far from the world's greatest beat 'em up. Once the laffs have worn off, how often will you come back to this? I for one won't be sticking around to find out.**

### GRAPHICS 85

▲The wrestlers are presented fairly well, and the ring and background looks good.

### ANIMATION 89

▲The characters move well and all their moves are fluid.

### MUSIC 79

▲Each character has their own winning music,
▼But other than that, other music is nonexistent.

### EFFECTS 87

▲A few crowd noises, and some cool punch and slam noises, cover most of the effects needed.

### PLAYABILITY 81

▲In a two player game, you can't go wrong with this.
▼But when you're on your Jack Jones, this is sadly lacking.

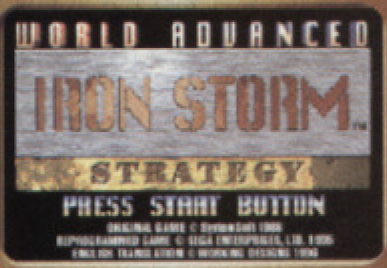
### LASTABILITY 79

▲Again, good with a mate,
▼But all the lone gamesplayers will find this lacking.

### OVERALL

As wrestling games go, you probably won't get much better than this in multi-player mode. This is nowhere near good enough in single player mode, however.

**80**




**BY** SEGA

**RELEASE** OUT NOW (IMPORT)

**PRICE** IMPORT (£65)

**GAME TYPE** WAR STRATEGY

**BREAK DOWN**

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**1 PLAYERS**

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
SAVE GAME

SKILL LEVELS
2

RESPONSIVENESS
SLOW

**ORIGIN**

There have been previous attempts at war strategy games, namely Panzer General, but this is the first game of its kind on Saturn.

**GAME AIM**

Once your mission is selected, you must defeat all of the enemy planes, ships, troops, subs etc.

**BEAT THIS**

JUST GET THE HANG OF IT!




**What must life be like in the army, eh? Getting up at the crack of dawn, peeling some spuds, doing a quick three hour jog around the park, followed by target practice and intensive shoe-shining. Come to think of it, that all sounds vaguely reminiscent of the routine at EMAP Towers, and in particular MEAN MACHINES.**

Admiral Gus has us up at the crack of dawn, nipping off to the local sandwich shop to get a large tea and a cheese toastie for his breakfast. Then we not so much jog, as burn our fingers off, doing all of our work in double quick time. The target practice is us again, for anything he feels we need to be mocked about (usually our social lives and health) and then the shoe-shining duties are all that stand between us and the EMAP barracks for our daily 6 hours of sleep. And to think you thought we had a cushy job! Well at least that was the case until this game came along. Because now Admiral Gus has found other people to practise his strategies and tactics on, namely the crew you inherit in Iron Storm, the new war game from Sega US.

## CUT THAT OUT!

The best thing about this game is that there are numerous cut screens used to break up the endless staring at the hexagon-strewn playing area. These occur when your troops attempt to destroy the enemy craft. Then action then cuts to a Wing Arms-style shooting sequence as the planes, for example, do battle with each other. The numbers in either corner of the screen represent how many craft or energy points your guys have left, and how many the baddies have. Each of the craft has a couple of sequences with our personal favourite, the submarine, being particularly noteworthy.





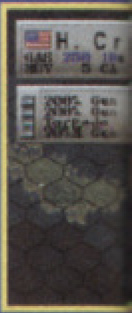








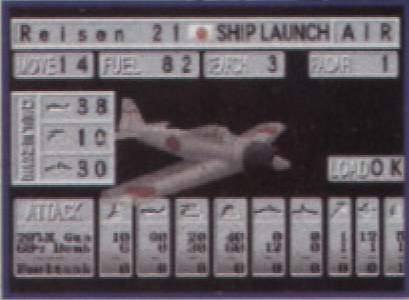


## WITH MATCHING WING BARS



Any trainspotting types out there may find this game has an added little treasure trove to feast your eyes on. Available to you at any time in the game is the ability to view each of the good and bad targets on the playing map. By highlighting any vehicle that has had its go, and pressing C, you'll be treated to a 'fiddle' screen in which you can rotate the craft in any way, zoom in and out and have a baz at the stats surrounding it, like weapon storage and class etc. For the mere mortals amount us, this is just a waste of time and is annoying if you press the wrong button, but everyone else will probably find this pretty smart.









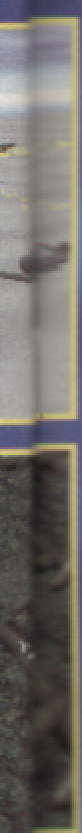










## ALL CONQUERING ARMY

The level of detail that the programmers have packed in is pretty immense. All of the possible things that a team of army type dudes could do, is in here somewhere (apart from peeling spuds). If you want to take over an enemy port or airport it can be done, or even drop a couple of depth charges on an unsuspecting submarine. It's probably here somewhere. All this adds up to a hell of a lot of playing time before you are anywhere near to perfecting all the required techniques.

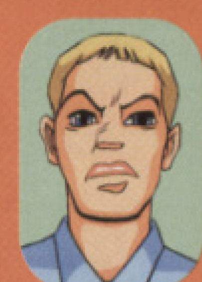
## COMMENT



**MARCUS**

**This is a very complex and detailed game. Working Design (who were also responsible for Shining Wisdom) have clearly gone to a lot of effort to get every detail right – 50 World War Two campaigns have been recreated here and my shaky history lesson memories tell that everything is spot on. I reckon a game of this size, complexity and detail deserves as much time as you can invest in it – there's clearly no room here for people who aren't into instruction manuals. My experience of strategy games is pretty limited but, although this is the only option to Saturn owners, I certainly rate this on gameplay and appearance. If you're prepared to put a lot into your games to get a lot out, I reckon you won't be disappointed.**

## COMMENT



**STEVE**

**Blimey, this is a little long-winded. If anybody has a spare 20 odd hours to burn, then you could really get into this, but for anyone else who isn't a recluse or serving a life sentence this may be a little too tedious to get into. It's not a game that you can pick up and play straight away, and as a result many will be put off, as you'll end up getting completely bored and fed up because you're not actually shooting anything. However, it is all presented in a very polished manner, and gets around the restriction in size on tanks and such by showing very detailed miniature versions of the weapons. As mentioned elsewhere in the review, it also contains some excellent cut screens, which help to break up the action. But at the end of the day, I found my mind switching off and wandering too quickly, and playing soon became monotonous. Definitely not one for the short-tempered.**

### GRAPHICS — 80

▲Some good cut screens and a lot of attention paid to small details mean this has the best possible presentation.

### ANIMATION — 79

▲Other than the fight sequences, animation isn't really required in a game like this.

### MUSIC — 73

▼Nothing to write home about. The odd Platoon-style tune, but that doesn't cut the mustard.

### EFFECTS — 81

▲Explosions and bangs are above average.

### PLAYABILITY — 77

▲Spend the time, and you'll be rewarded...
▼But becomes too tedious too quickly, so you'll be reaching for the off button.

### LASTABILITY — 80

▲It's rock hard!
▼But why would you want to play through it if it's boring?

### OVERALL

Probably about as good as you're likely to get with this sort of game. For budding Hitlers only, however.

**79**

# PER
W O

**How exactly does a game like Wipeout translate from Playstation to Saturn? How difficult is it, and how long does the conversion process take? We sent Marcus to find out.**

**Were it not hidden in deepest South London, the Perfect Entertainment building would bear close comparison to the labyrinthine city of Ankh-Morpok seen in their latest game, Discworld. Each office in the large Victorian house holds a new surprise – boxes featuring thousands of animation cels shipped from Hanna Barbera, the mysterious 'red room' (I was told not to ask so I didn't) and, most intriguingly, a mini-studio where one of Perfect's resident boffins fiddles with a Theramin in the quest to reproduce the Beach Boys' classic Good Vibrations.**
Perfect are striving to live up to their name, the latest facet of the 50-strong worldwide operation being the conversion of Playstation and coin-op titles to Saturn format. Former glories include perhaps the most keenly observed conversion of all – Wipeout – while Perfect are currently working on that other Playstation bastion, Destruction Derby. Other Saturn-bound projects include Krazy Ivan, 3D Lemmings and the Atari coin-op Area 51, while home-grown games such as Discworld II and Naked Gun will also find their way onto the format. We asked Colin Fuidge, Perfect's senior production manager, to tell us exactly what goes into translating a game from one format to another...






COLIN FUIDGE

"When we started five or six years ago we used to go and hunt out people like Acclaim and Mindscape for conversion work," explains Colin. "We did Game Boy/Game Gear conversions – Crash Test Dummies, WWF, things like that. All our work on Game Boy, Game Gear and Megadrive over this time went into funding the original development of Discworld. Now, conversion work isn't simply a sideline – it funds our original work, like Discworld, which had 15 people working on it before it was even signed up with a publisher. When we sold that to Psygnosis it was clear that we had some free resources so they said 'Do you want to do some conversion work?'. Getting into things like Wipeout and 3D Lemmings was as simple as that."






**Converting games from one platform to another often requires some specific tailoring to the new format.**

"We've developed complete systems for general purpose stuff like throwing big blocks of 3D up on the screen. All these utilities, these great blocks of code, drive PC, Playstation and Saturn games. We've used them on Wipeout, 3D Lemmings, Destruction Derby and we'll be using them on Discworld II. When, for example, we converted 3D Lemmings from Playstation to Saturn, we used practically all the original code – most of it was written in C, and that's completely portable. The music's the same. The main difference is the FMV stuff – we've had to reprocess all of that. We had to take the source data and put it through our utilities to bring it up to scratch. Things like FMV aren't really a great deal of work. It was much the same on Wipeout and DD – apart from taking into account memory constraints, it's pretty much the same code."



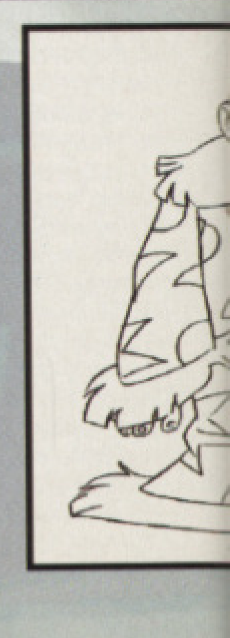




wipEout

**And what about the myth that the Saturn isn't capable of transparency effects?**

"You can have transparency effects on the Saturn. We could have had transparency sprites on Saturn Wipeout. However, one transparent sprite takes nine times longer to process than a normal sprite so the game would have been very much slower. It was purely a time thing. With a bit more expertise we're going to see more transparency and things like that. One of our programmers has just produced a demo with lots of light-sourcing on hundreds of polygons in every frame, so we know it's possible. The Saturn is a more difficult machine to work on – it demands more hard coding and extra work on 3D games."



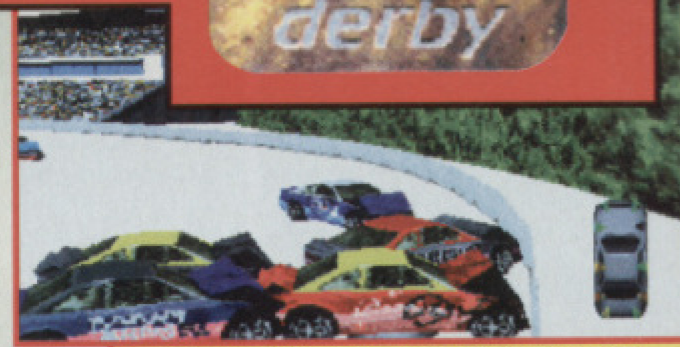
FECT
RLD



Wipeout – the flagship Playstation game Perfect converted for Saturn, and 'Death' from Discworld II, a title Perfect developed themselves.

# Destruction derby

“With Destruction Derby the difficult area is textures, which we have to work around if we're trying to achieve similar effects. I think for the most part you'd be hard pressed to see any difference between the textures in the Playstation and Saturn versions at the moment. The intelligence, ie the car movement, is what we're working on now. We're hoping that the game will actually run faster, even if the cars are no more intelligent.”



The conversion of Psygnosis's Wipeout and Destruction Derby are surrounded by especially keen interest. These are work in progress pics from Perfect's Saturn version of Destruction Derby.







“We're very happy with our Saturn conversion of 3D Lemmings – we think it's as close as it can get. One of the few differences in the new version is illustrated on the title screen – when the word '3D' spins around we decided to use a mesh effect rather than a transparency. It's just touches like that. We're very aware of how important things like that are to reviewers. We still intend to add Gouraud shading to some of the blocks to prevent them looking too bland. Actually, there's a great cheat mode in this where you can get a shotgun. As the lemmings come out you can just blast them away. It's brilliant. Oh, I don't know if I was allowed to tell you that...”

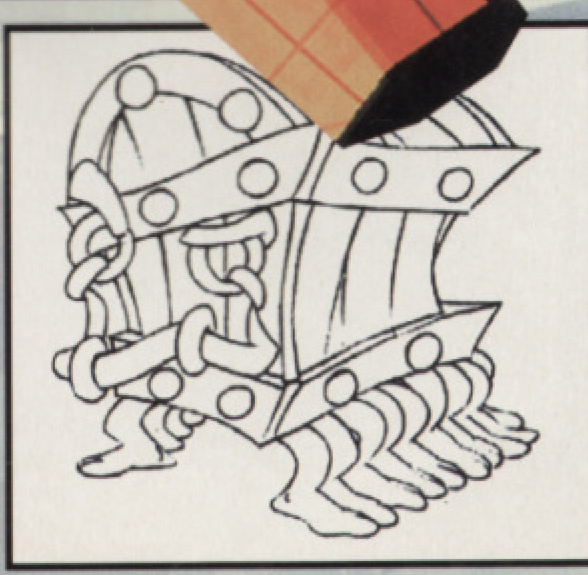



# Lemmings 3D

“The biggest question for us is 'What comes next?'” says Perfect's general manager, Eli Collis. “At the moment we're placing a lot of emphasis on developing technologies to facilitate software conversions across all major formats while watching the hardware market very closely for emerging platforms. We've recently bought a license to produce two games based on the Naked Gun movies. The first game will be out in late '97 on PC, Mac, PSX and Saturn. I think that by the time the second game comes out, in 1998 or 1999, we'll have reviewed which platforms it will be appearing on. We're also working on a number of new games involving licenses created in-house. We're trying to tie up the deals at the moment and are looking forward to branching out into other areas such as merchandising. We really do see ourselves as a true multimedia studio and try to do as much as we can in-house. I think it's quite unusual for a developer to be in that position, to not wait for a publisher to come up with a concept for them.”



The Perfect identity parade. Retro trivia alert: Creative Director Gregg Barnett wrote The Hobbit and The Way of the Exploding Fist. Well we remember them.





Early sketches of Rincewind and his Luggage from Discworld II. Although the various characters were designed by Perfect's artists, the game's thousands of animation cels were produced by Hanna-Barbera in the Philipinnes.

# RET

**It's pretty ironic in the year that the most advanced video game hardware ever has been released, a wave of Retro Game Mania is sweeping throughout the console-owning constituency. 'Oldies but goodies' are turning up on money-spinning compilations everywhere, and Sega is finally getting in on the act.**

The craze started on PCs a couple of years back, when 'emulator' programs began cropping up. An emulator recreates a version of the operating system of one computer on another. Today's PCs are powerful enough to run perfect emulations of old 8-bit computers like Spectrums and Commodore 64s. A whole host of 'classic' games started cropping up on high-powered machines; Manic Miners, Jet Set Willys, Pyjamaras and Hungry Horace. Naturally, today's software companies, at least those lucky enough to have been around a while, looked to their lucrative back catalogues of arcade games and thought of compilations. Some of the earliest coin-ops were the work of big players like Sega (Frogger, Spy Hunter), Williams (Defender, Robotron 2084) and Namco (Pac-Man, Galaxian). At the start of it all the biggest was Atari, the company (under its founder Nolan Bushnell) that practically invented video games and straddled the arcade and home market with the most innovative titles the technology of the time offered. Atari came upon a novel way to support their poorly received Jaguar console by commissioning updates of some old titles.




Games from all of these sources have found their way onto the following retro game compilations. Their influence, however, on the most up to date games is immense, and on the following pages we aim to show how games have evolved through various genres. You may be surprised to realise that Missile Command has led to Virtua Cop, and Space Harrier to Panzer Dragoon...




*I tell you what, you won't get graphics better than this. 1bit visuals, 3 colours and a whopping 4k of memory. Cor!*

## SEGA AGES

**BY: SEGA**

**RELEASE: SUMMER (IMPORT)**

**FORMAT: SATURN**

Sega Ages is a set of three planned releases from Sega, celebrating the work of their AM2 and 3 divisions. Back in the mid-Eighties, these programming divisions didn't have the same celebrity status as now, but their games used an exciting sprite-scaling technology to create high-speed shoot 'em ups. The most famous of these are surely Space Harrier, Afterburner and the ground-breaking Outrun. Both feature on separate Sega Ages discs, along with some lesser-known titles.

















## ATARI CLASSICS

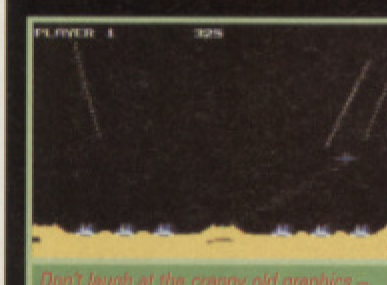
**BY: SEGA**

**RELEASE: JULY**

**FORMAT: MEGADRIVE**

Atari provides a wealth of old games, many which make old gamers go misty-eyed. Sega's planned three-game compilation cart takes the very oldest: Pong, Missile Command and Centipede. Pong was the very first commercially-available video game. The first machines, for bars in Bushnell's home town of Sunnyvale, California, were literally handmade to order. By the time of Centipede and Missile Command, in 1979, Atari was supporting a home console, the VCS. All these titles use incredibly small amounts of memory, a fraction even of a Game Gear title. Next month we'll see how these blasts from the past fare in a review.

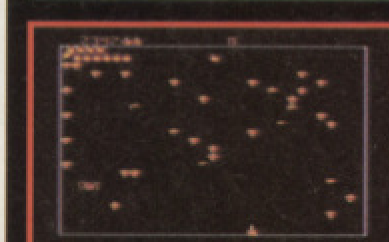




*Don't laugh at the crappy old graphics – a classic game lies beneath. Probably.*



*And here it is again, though we don't remember that big red star in the original.*







*Och, can you not see this was an awesome gaming experience?*



*Centipede is still a brilliant blaster, despite being well over 15 years old.*

RO!

IN TIME...



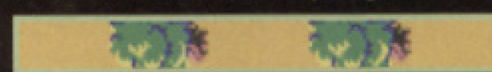

## IREM CLASSICS

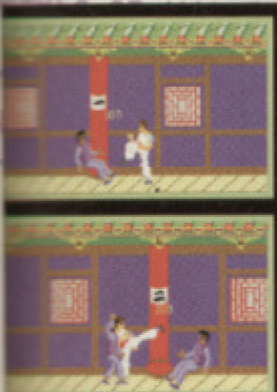
BY: SEGA

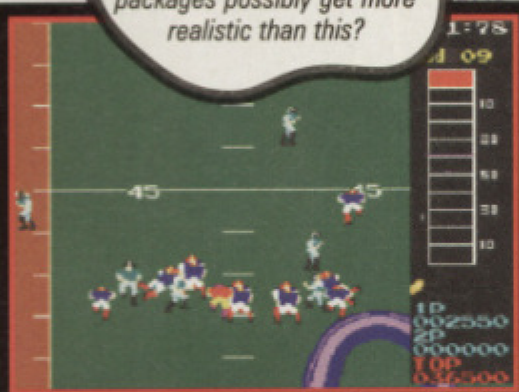
RELEASE: NOW (IMPORT)

FORMAT: SATURN

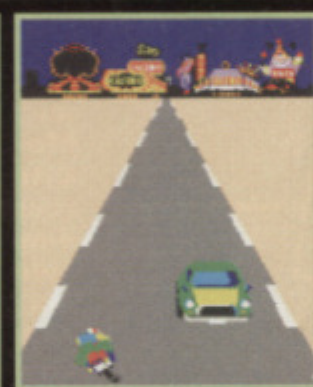
Irem, a veteran of the Eighties, arrives with three of its earliest coin-ops: Zippy Race, 10 Yard Fight and Kung Fu Master. Of these, Kung Fu Master is the most celebrated and by far the best: the first true scrolling beat 'em up. The other two are less esteemed company, consisting of a simplistic rendition of American Football and a vertically scrolling driving game where the object is to cross America basically without skidding onto the grass verge. What everybody wants to see is some of Irem's later classics: R-Type and Ikari Warriors would be rather more inspiring.











## GRADIUS DELUXE PACK

BY: KONAMI

RELEASE: NOW (IMPORT)

FORMAT: MEGADRIVE

Konami have more coin-ops to be proud of than most other companies, as they were at the forefrunt of Eighties arcade gaming. From Yie Ar Kung Fu to Green Beret, a slew of home computer conversions, many of them from Ocean, accompanied each new release. This controversial pack takes two of their best side-scrolling shooters: Gradius 1 & 2 (known as Nemesis and Salamander in the UK) and presents them in perfect emulation. They are still great games but of dubious value in a two-game pack. Less retro than a warm up for the anticipated Gradius sequel Konami plan for the arcade.









## WILLIAMS ARCADE CLASSICS

BY: GT

RELEASE: TBA

FORMAT: PSX

At present only on Playstation, but we don't see any major conversion problems. Williams have gone back to their golden period as the world's best game developer. Their seminal Defender, included here, is one of the all-time greats. It's as vicious to play as it ever was, as is the evil Sinistar. Joust, Robotron and the others here are more a matter of taste, but this is the most complete of the packages on offer.




## GAMES WITHIN GAMES

Some retro games have already been stuck within other games as bonus features. Check through your back catalogue and see if you have any of these. Then find us some more:

### MEGALOMANIA

There's a parody of Sinistar hidden in this strategy game. Sinistar is an early Williams coin-op (it's on their pack).

RETRO RATING:9

### RED ZONE

A coin-op on level 8 offers a surprise game of asteroids, complete with green screen display. There's also a code to access it.

RETRO RATING:7

### KEOI FYING SQUADRON

This little gem is an antique rendition of one of those 'Galaxy 5000' battery handheld shoot 'em ups accessed by a special code. Complete with LED red colour scheme.

RETRO RATING:9

### RAYMAN

Rayman-esque homage to Breakout, the 1980 Atari brick-busting coin-op. Found by entering a special cheat.

RETRO RATING:5

### DEFCON 5

Asteroids again. We're meant to believe this is 25th century entertainment. Find it tucked away on the base's computer system.

RETRO RATING:4

### PETE SAMPRAS TENNIS

Codemasters are buggers for hiding old games on their titles. Pong is a favourite, even turning up on the Game Gear version.

RETRO RATING:6

### WIZ AND LIZ

This Pysgnosis title (very pre-Wipeout) overdoses on all kinds of retro game vignettes. Mix the potion to enjoy the nostalgia trip.

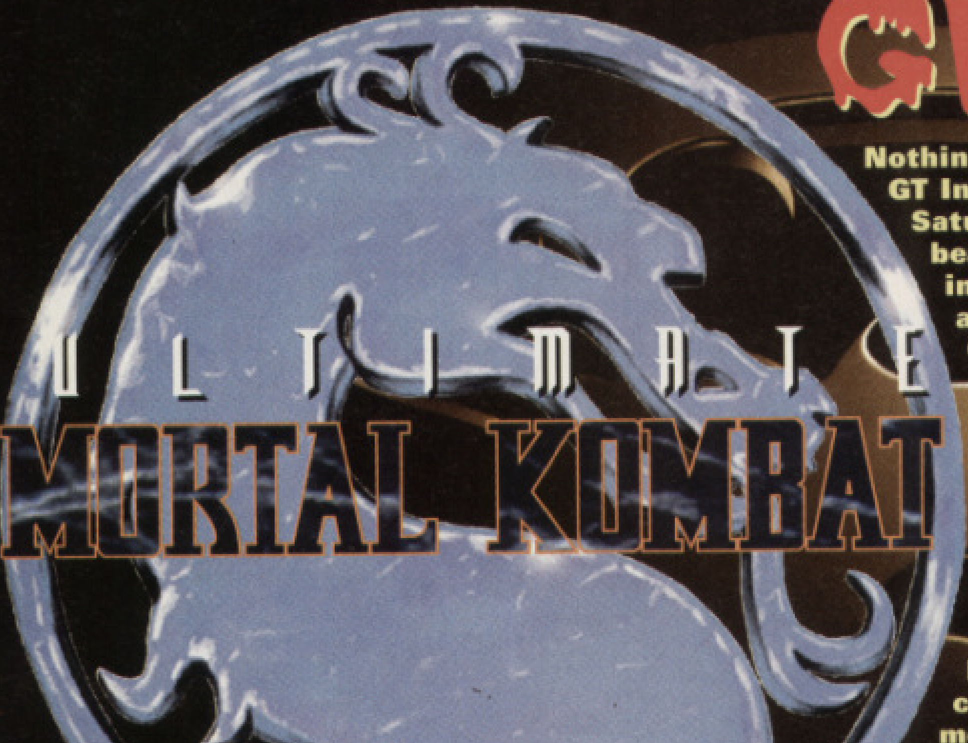
RETRO RATING:10

### MK3

Tales of all sorts of hidden game malarkey, explained by programmers bored with putting out the same old beat 'em up shenanigans each time. Look out for Galaga.

RETRO RATING:9

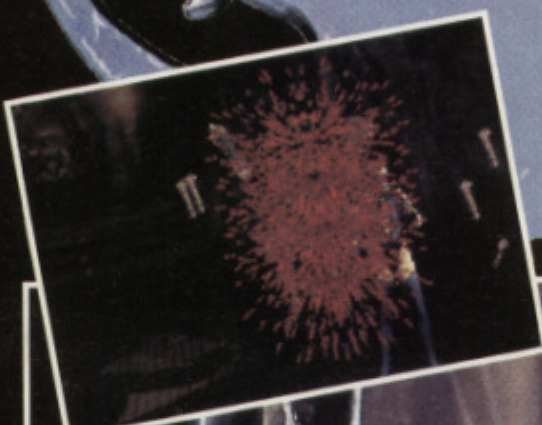
# GIVEAWAY!




Nothing in the world has prepared you for this – this month, GT Interactive are unleashing Ultimate Mortal Kombat 3 on Saturn. The latest instalment of the world's most savage beat 'em up is the best yet, and is rated 93% in this month's Out Now section. Battle across four new Outworld locations – Cavern, Waterfront, Desert and Hell – in a one-on-one tournament or compete in the eight player knockout style battle. There are over 20 characters to master, with three different game styles and the legendary fatalities and animalities to complain to your MP about in the strongest possible terms. As if that wasn't enough, Ultimate MK3 boasts a new improved combo engine and brand new moves. And as if that wasn't enough, we've got 10 copies of the game to give away...



PHOTO © CRAPPY SNAPS



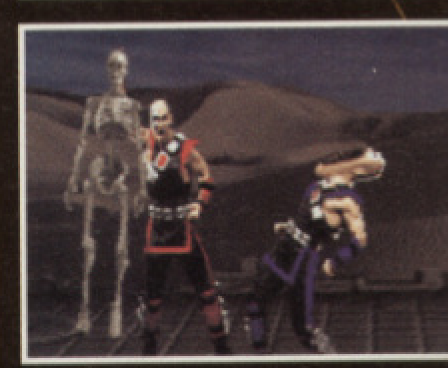


Those generous chaps at GT Interactive have given us 10 copies of Ultimate Mortal Kombat 3 and 10 Ultimate Mortal Kombat 3 record bags (as demonstrated by our very own supermodel Claire) for our latest competition. To be in with a chance of winning a game and bag, tell us the answer to this question...



## Name any of the characters that have appeared in all 4 Mortal Kombat games.







Put your answer on the back of a postcard or sealed envelope and post it to:

**Kombat Kompo,**
Mean Machines Sega,
EMAP Images Ltd,
Priory Court,
30-32 Farringdon Lane,
London
EC1R 3AU

The senders of the ten correct answers picked out of the hat on Tuesday 16 July will each win a game and bag. The usual competition entries apply – especially the one about multiple entries. Good luck!




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**June presents the discerning gamer with some very difficult choices indeed – to attend that summer barbeque or stay in and play Panzer Dragoon Zwei? To take the girl of your dreams to the drive-in double bill of Toxic Avenger movies or practice your Ultimate MK3 moves? To go surfing in the summer sun or play Baku Baku? We're taking our Saturns to the beach.**

## ULTIMATE MORTAL KOMBAT 3
## GT INTERACTIVE
## £44.99
## 1-8 PLAYERS
## BEAT 'EM UP

ULTIMATE MORTAL KOMBAT









A bit of decapitating, the odd lifeless limb and plenty of blood is definitely the name of the game here. But is it a good game? Well, the success of the previous games has certainly underlined the fact that Mortal Kombat has well and truly cornered the 'violent' beat 'em up market. This version, however, delivers a lot more than its predecessors. The increased arsenal for each character and lots more fighters means it still has appeal in that department, but it's the tweaked playability and the combos that make this so much better. There are now more than just standard 'hit the buttons' combos, with chains that actually require a bit of thought. And it's hard as well, which has corrected the fault that cropped up a little too often in the earlier games. The more and more playtime this gets, the better it gets, which is more than can be said for certain other fighting games at the moment.

OUT NOW

**OVERALL 93**

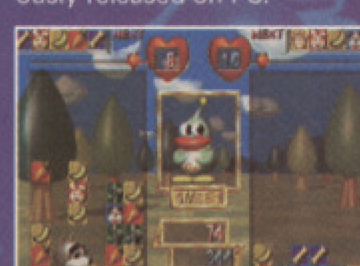
Easily the best Kombat so far. It's going to take something pretty special to beat this.

## BAKU BAKU
## SEGA (AM3)
## £44.99
## 1-2 PLAYERS
## PUZZLE



We perhaps weren't as generous with this game's score as we could have been when we reviewed it on import. Baku Baku (we've luckily been spared Sega US's scheme to rename the game Zany Zoo) is an awesomely addictive puzzler that sees you line up tumbling blocks, uniting animals with the food they're going to chomp away at, thus clearing your screen and offloading a load of blocks on to your opponent. Pandas eat bamboo, mice eat cheese, dogs eat bones etc. We seriously underestimated the staying power of this game first time round – it still ranks as one of the all-time office faves, even though its ultimate lastability is as much down to your kitsch threshold as the quality of your opponent. As you'd expect from AM3, this looks great, sounds good, and is as yet unrivalled in its field. Cracking the most productive gameplay techniques should also keep you coming back for more. This is being simultaneously released on PC.

OUT NOW






**OVERALL 90**

Highly polished and frighteningly addictive, if perhaps a bit too sugary for some.

## PANZER DRAGOON ZWEI
**SEGA**
**£44.99**
**1 PLAYER**
**SHOOT 'EM UP**



Sega's panoramic shoot 'em up (the description hardly does justice to the one man military campaign waged in this game) has a worthy sequel in this breathtaking follow-up. Borrowing heavily from the Star Wars movies for certain scenarios, this is about as cinematic as games get – the illusion of free movement across land and sky in your quest for vengeance being far more effectively realised here than in the original game. Sitting astride your laser-spitting dragon, you wage war across seven 'episodes' featuring some of the most spectacular, and even beautiful, bosses ever seen. Detractors will continue to point to the fundamentally linear feel which underlies the elaborate graphics, but anyone letting this put them off will be denying themselves one of the best-looking, best-sounding and most genuinely thrilling Saturn games ever made. Well worth owning, if only for the oneupmanship you'll be able to indulge in with your Playstation-owning mates.



OUT NOW




**OVERALL 92**

Stands alongside Sega's 'Big Three' as one of the finest Saturn titles currently available. Awe-inspiring.

## VIRTUAL OPEN TENNIS
**ACCLAIM**
**£44.99**
**1-4 PLAYERS**
**TENNIS**




Uncle Acclaim have picked up the only Saturn tennis title (so far) for release over here. This was the second game in Imagineer's 'virtual' sports range, the first being the appalling Virtual Volleyball. This is a significant improvement – three types of court, doubles or singles matches, indoor or outdoor games, exhibition and championship modes, and a nifty training option that allows you to practice your serve, smash and accuracy away from the gaze of the unforgiving public.



While a lot of the technique is taken care of by routine dives and leaps that you simply initiate with a button press, there is a real 'interactive' feel that makes this highly playable. The slightly ropey graphics let things down a bit – it's all a bit 'wobbly', with the grass courts presenting an especially porridgy look that gets quite difficult on the eye. There's also a problem judging perspectives if you're playing at the far end of the court, but if you can't wait for Sampras Extreme then this won't let you down.

OUT NOW



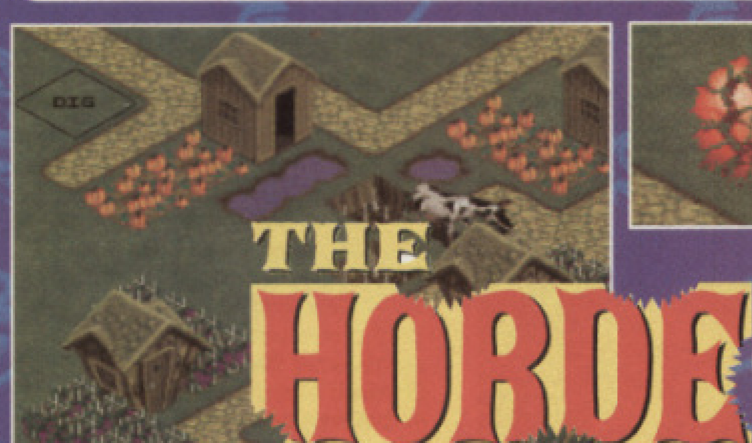

**OVERALL 78**

Looking a bit rough around the edges doesn't prevent this being very playable.

## THE HORDE
**BMG**
**£39.99**
**1 PLAYER**
**ADVENTURE**



At first, a game that leans more towards farming than fighting may seem pretty boring. Planting trees, waiting for them to grow and then cutting them down. Buying cows and protecting crops. Wahey! Wail of a time. Beats playing footie anyday. Tell you what, you tend to the wheat and barley, while I go and get bladdered with the lads, eh? Only it's nothing like that, not even remotely. This is an addictive adventure game that hooks you from the first minute. It's also tough, and not some pansy game you'll have done in a day, and it actually requires a bit of thought, like whether to buy a cow, or just protect your crops with a bodyguard (OK, bad example). But whatever is said, The Horde is definitely one of the most original titles and the strongest seen for a while.






OUT NOW

**OVERALL 88**

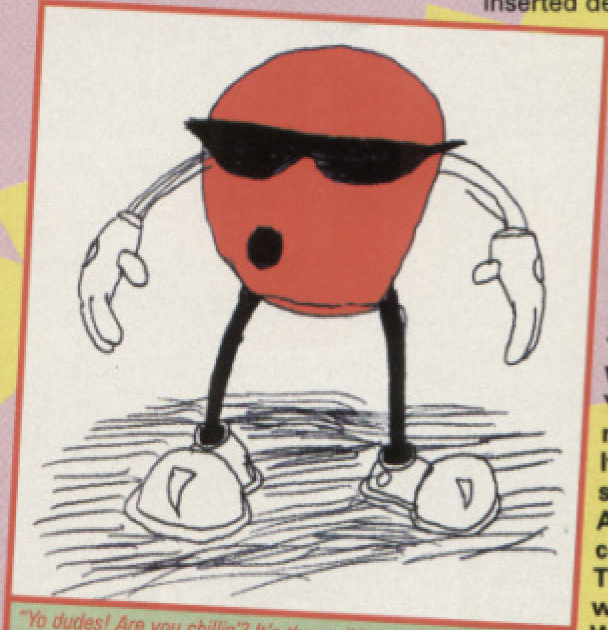
Nothing like it on the Saturn means that it should appeal to most people. Top stuff.

MEAN YOB

**So here we are, another month, another letters page. And another batch of saddoes trying to be funny by insulting my hair or surfboard. This would all be far more amusing if you could come up with something original for once, instead of the usual dribbling jokes. But I guess trying to be creative is far beyond the reach of you pusillanimous plebians (look it up, idiots) who can only manage words like turd and cack. If you feel capable of any variety beyond the drivel you're about to read, write it down and send it to THE HOI POLLOI, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## X-MEN COMBO PLEB

Dear Yob,
This is the first time I have written to a computer magazine. After reading the April 1996 issue I read that you had already printed the characters combos for X-Men: Children of the Atom, in part 1 of the players guide. So if you could, please would you send me the combos of part 1 of the X-Men: Children of the Atom guide, or tell me where I could get part 1 of the guide. But if you could please send me the combos cheats for X-Men Children of the Atom.
P.S.Please would you fold the combos for the X-Men: Children of the Atom guide, part 1 in this small envelope. Thank you.
*Charles Smith, Sheffield.*
**YOB:Well I put the combos in an envelope but it ended up collecting so much dust that I threw it in the bin. I should have done the same to this letter actually, because I've no idea what on earth you're going on about. Just pick up the phone, dial the back issues number in the front of the mag and ask for a back issue. Clever stuff eh? Having a back issues department and all that.**



*"Yo dudes! Are you chillin'? It's the walking zit, Cool Spot, comin' at ya on the ones and twos."*

## ODE-EAR ME

Dear Yob,
I feel that most people treat you very unkindly so I have written you a little poem.
Oh helpless, useless Yob,
Though you may be a worthless knob,
It must be to your frustration,
That your arse is a Playstation.
It's not your fault you're short and fat,
And you talk just like a prat,
People insult you with words of wisdom,
And compare you to the Master System.
You see, those people haven't a clue,
Duck Hunt on the Nintendo is more like you.
Oh helpless useless Yob,
With all that spit dribbling form your gob,
With your surf board you make your stance,
In your girly pink crap-filled pants.
When you were born, you were ugly like no other,
The nurse turned round and slapped your mother.
People say you own a Spectrum,
Inserted deep inside your rectum,
But I for one take pity,
On your life that seems so s**tty,
So forgive this fat ugly blob,
This fart that we call Yob.
I hope you like my little ode.
*Wayne Smith, Colchester.*
**YOB:Oh helpless useless Wayne,
Your poems are so mundane.
It must be to your great shame,
And I'm sure you do complain,
That your life consists of writing rhymes,
Which are such a pissing waste of time.
So do us all a great big favour,
And go and ask Mr. Motivator,
If you can get inside his lycra jock,
And have a taste of his great big...turds.**

## WHAT KIND OF PLACE IS CHEAM?

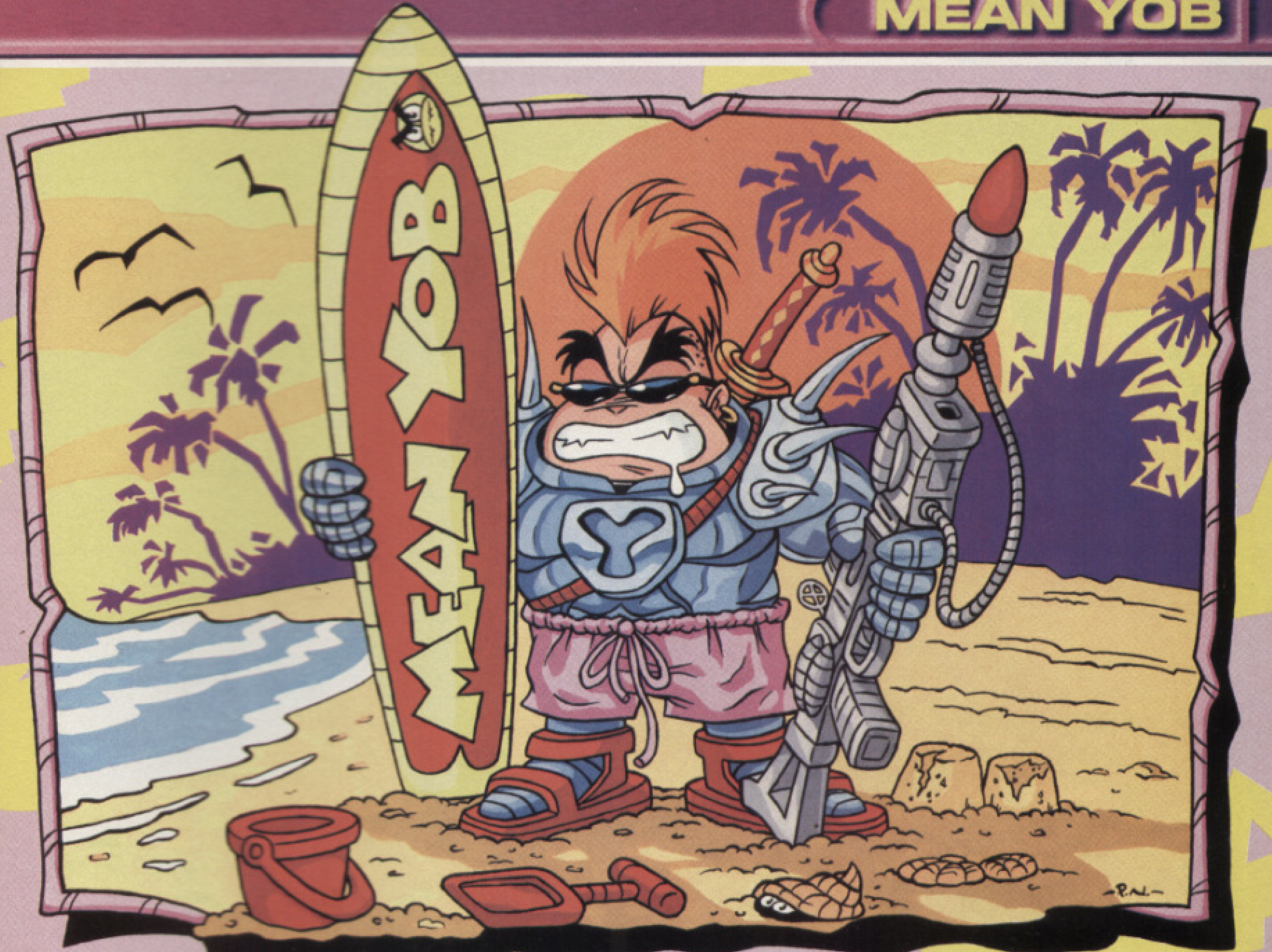
Dear Yob
Are you married? Oh, ask a stupid question, who would marry you, a fat slob from a hippo's armpit. Why don't you change your address to Pitstains Mailbag... because you have excessive perspiration. By the way, in issue 43 in May, why were you on a desert island? Did your mum dump you there because you were a neglected child and you have been there ever since? Yes!
*Daniel Keegan, Cheam, Surrey.*
**YOB:It's all become clear now. Do you all know the Sugar Puffs advert with Kevin Keegan? Well all this time I was fooled into the thinking that Honey Monster was just a puppet, but it is in fact Daniel Keegan, Kevin's long lost brother. The reason he was lost is because he looks like a cross between a four month old turd (hence all the fur), and a bizarre cock up from the Chernobyl disaster. Well that's what your mum said when I bumped into her at the Battersea Dogs' Home.**




*It's the X-Men. Well we think it's the X-men – not too sure what the vampire is doing there. Self-portrait perhaps?*

## LOW FLYING BLUE ICE!

Dear Yob,
I never thought I'd hear of it, but I finally come across a Virtua Fighter 2 hater. So I confronted the frozen cow turd-eater and demanded to know why he hated it. "It's too realistic and I don't like it!" he said. So I figured the sap didn't like it because he was crap at it. A couple of days later I saw him at the arcade, so I challenged him to a game of VF2. Amazingly, he accepted and it came as no surprise that I kicked his arse. So my theory of "I don't like it, it's too hard," was correct and is now a law. That's all for now, I've got to go and despine the little pleb.
*Manical Michael, Australia.*
**YOB:Gee, thanks for telling us all**




**that Mike. I'm surprised you can understand a game like VF2 what with all those complicated button presses and movements. I bet the real reason your mate didn't like VF2 was because**




*GOVERNMENT HEALTH WARNING: DO NOT SMOKE YOUR COPIES OF MEAN MACHINES SEGA MAGAZINE. SERIOUS HEALTH RISK.*

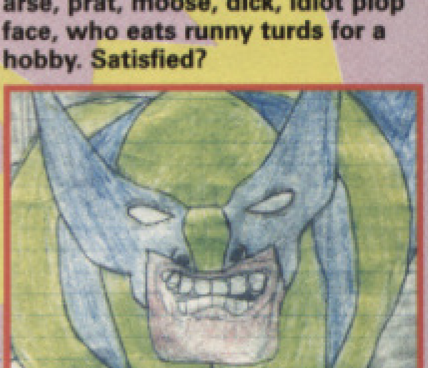
**there are no kangaroos in it, so there was nothing for him to get excited about, or waggle his joystick over.**

## MORE TURD/MUM INSULTS

Dear Yob the knob,
Oh dear. What a sad dirty arse-licking babies sick. [eh?] Your hairstyle must have been modelled on your mother's armpit hair! By the way, I'd change your pink knickers or your turd will leak out down your puny legs. I bet your mum had to be careful walking around the house, she might have stepped on you, you little watery turd! Your replies are very original: dog breath, dick wad? God, are your brain cells as soggy as your knickers? Why don't you slop over to the bog, and flush yourself you furry fat crap. Phwoar! I can smell you from my house.
*I.C. Yobtheturd, Attleborough, Norfolk.*
**YOB:If you're such a big, hard bloke, then why didn't you put your name with the letter? Maybe it's because you are called Arkwright Poncenby-Smythe, you wear a monocle, and if your mother found out about the kind of language you use, she'd stop you from having your stuck up 'chums' round for a cup of Earl Grey. How are your elocution lessons coming along?**

## YOB IN SENSIBLE LETTER SHOCK

Dear Yob
I have been reading your mag since issue 4, but every time I turn to your page I expect to see letters from people who have genuine queries that need answering. But what do I find? Trash almost ever since I've been reading. All it is, is some idiot who really thinks they are funny, but are in fact full of crap. Don't they ever get bored with it? Don't you get bored with it? What are they thinking when writing this drivel? They could be doing other things with their time, like tying nooses to hang their sad selves with! I'm sure I'm not the only person to think this, as there has been a letter on this before, but alas nothing has happened. You even said that you were going to rid these pages of this crap. Ooh, guess what? Nothing has been done. Still I wait in anticipation of the day. I'm going to stop my moaning and finish on an up note. So keep up the good work, and the magazine in tip top condition.
*Daryl Pettyfer, Hemel Hempsted*
**YOB:Well, I'm sorry if you get offended by words like turd, crap, poo, pleb and arse but obviously most of the readers like it, as I am getting stacks of letters (all trying to be funny and insulting but failing). So all I have to say to you, is that you are a pleb, moron, div, arse, prat, moose, dick, idiot plop face, who eats runny turds for a hobby. Satisfied?**



*Ahhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh!*

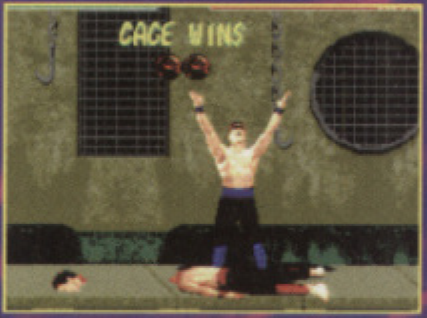
**Keep 'em coming people. Especially the cheap digs at mums and the turd remarks. Absolutely hilarious.**

# Q&A

**The guv'nor has swanned off to Los Angeles for the E3 show, leaving us, his evil minions, to cobble together an intro and pretend he actually wrote it. Time to press Virtual Angus into service once more: 'Here we are with another collection of your quaint little missives. As feeble as your naive queries are, they do help lighten my day as I prepare to jet off to fabulous foreign climes.' Thanks Angus. If you've got any questions for the lad himself, address them to VIRTUAL Q&A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU and we'll ensure they receive his immediate attention on his return. Probably.**

## GUNS OF THE NAVARONE

Dear Gus,
The other day I was playing on Mortal Kombat 2 on the Megadrive. I had beaten Shao Kahn and then it went on to all of that crap about being "The supreme Mortal




Kombat Warrior." I though 'hooray!' when suddenly, instead of the credits, I found I had to beat Shao Kahn again round 3!
I hit him with one of Liu Kangs fireballs, and he shouted 'Ah!' He put his hands on his hips and he started to smoke. Instead of exploding he just stood there in the same position, smoking. I was throwing all I could at him, fireballs, bicycle kicks, hurricane kicks, but nothing happened!
All I could do was wait until the time ran out. After that round was over, I had to play him again in round 4!! I beat him in that round, and then, guess what? ROUND BLOODY 5!! After the 5th victory, It just said Game Over. I was just wondering, why?
*James Seber, Royston, Herts.*
GUS:**Search me.**

## SUPERFLY TNT

Dear Gus,
I wrote to you a few days ago about that weird Mortal Kombat 2 incident. Well, it's happened again! I was playing on my Megadrive this morning, I had the test mode cheat (supplied in your 'Bumper Book of Tips') and went straight to Shao Kahn. I fought him and won. Once again it went on to all that crap and when that was over I had to fight him again! All the same stuff happened, you know, the hands by his side, smoking, shaking and all I could do was wait.
I thought maybe you might have sent Mean Yob round while I was out to hot wire my system. Did you?
P.S. If you did send him round make him come back here and sort it out now! Alright!
*James Seber, Royston, Herts.*
GUS:**No. Can we get onto some decent letters?**

## S'F'P

Dear Gus,
1. In your review of Golden Axe the Duel, you mention the Saturn/Titan Link up. What is this?
2. When are Virtual On, Indy 500, Virtua Cop 2, Deadly Skies, Doom and Alien Trilogy coming out for the Saturn?
3. On a repeat of the Gamesmaster series, they played Virtual Striker by AM2. Is this coming out on the Saturn, and if so when?
4. In my Saturn manual it mentions a hard drive that will be available soon. Will I be able to store games on it? When is it coming out? How much will it cost?
5. Could you please rate the best flight sims, shoot 'em ups for the Saturn, and others that will be available within the next 6 months that look tasty.
*Steven Crawford, Huntingdon, Cambs*
GUS:**1. What we mean is that the Titan or ST-V system that Sega use in the arcade (Virtua Fighter Kids and Decathlete are the latest games) is technologically similar to the Saturn. So converting games from ST-V to Saturn is easy.**
**2. Virtual On: Christmas; Indy 500: no news; Virtua Cop 2: Christmas; Deadly Skies; delayed until September; Doom: September; Alien Trilogy: September/October.**
**3. Sega are not directly converting Virtua Striker.**
**4. There is no hard drive planned. You must have misinterpreted the manual.**
**5. Magic Carpet is an excellent combination of flying/shoot 'em up. Loaded's coming soon, Alien Trilogy and 'Cop 2 are going to be massive. EA's Soviet Strike is worth waiting for.**

## BALLISTIC

Dear Gus,
Is Knuckles a girl?!!! And is Sonic and Knuckles high in the charts because of Knuckles?
*Paul Ferguson, Perth.*
GUS:**Knuckles is, by all accounts a male of the species. The game is in the chart because it's good, knucklehead.**



## APE****

Dear Gus,
Answer my questions or your puny little bald head will make great target practise on the local's dart board. Now answer these please!
1. Will any Namco game like Tekken or Ridge Racer ever get a Saturn release?
2. If not, do you know who I can write to to complain?
3. What's the best out of X-Men, Vampire Hunter and SF Alpha?
4. What's worst?
5. In the Sega Saturn leaflet, there's a Doom-style game by 'BMG' being advertised. It looks exactly like the new game Exhumed, but it's called Ruins. Why is this?
6. Are the Saturn's two 32-bit RISC processors what make it quicker than the Playstation?
7. Is the Saturn version of Tohshinden faster than the Playstation version?



8. What is your favourite software house?
*David 'Ace' Moore. Lydd-on-Sea, Kent.*
GUS:**1. Last year there was all kinds of talk of Namco conversions. Even Namco were talking up a Cybersled conversion. However, their enviable position in the Playstation market (helped in no small way by Sony) has persuaded them to hold off on Saturn.**
**2. Phone Namco UK:0171 584 2670.**
**3. SF Alpha.**
**4. X-Men: the PAL conversion is generally considered to be poor.**
**5. Exhumed is Ruins. Names change. It happens.**
**6. The SH2s run around the same speed as the PSX's main CPU.**
**7. No, to me it seems slower.**
**8. Core or Sega's own development.**

## BARMY

Dear Gus,
1. Will 'The Settlers' (one of the greatest games of all time) ever be released on the Saturn? If not, why not??
2. In the Megadrive game 'Soleil' where the HELL can I find the butterfly, so that I can escape from the Garden at the bottom of the Tower of Babal?
*Gary Shepherdly, West Drayton, Middlesex.*
GUS**1. It was produced by a UK developer too small to finance its own conversion.**
**2. It starts as a caterpillar found in the witch's forest.**

# NARKED

Dear Gus,
I think the mag is stunning and keep up the good work. Now on with the questions.
1. Is Reloaded going to be released on the Saturn or is it Playstation only?
2. Is there going to be an Earthworm Jim game on the mighty Saturn?
3. Can you settle this once for all: Is Descent or Tekken going to be released on the Saturn?
4. Why has there been no more news on Blazing Dragons when it was supposed to be released in December?
5. Is there any chance of the PC hit Full Throttle being released on the all-powerful Saturn.
6. Is there going to be a sequel to Mystaria on the Saturn.
7. Do you have any news on the RPG featured in Issue 40, p.13 as it looked brilliant?
8. Is there any more news on the possibility of Sega packaging double games as was mentioned in Issue 42, (e.g. Shining Wisdom and Rayearth)?
9. What chance is there of Resident Evil being released on the Saturn?
*Jamie Slater, Grove, Oxon.*
GUS:**1. It will be Saturn too, and pretty much at the same time.**
**2. Yes, sometime this summer, but it looks like a port-over of the Megadrive game.**
**3. Descent has been delayed until October. No plans for Tekken.**
**4. The game is about finished, but release is held. The reasons are commercial.**
**5. Nope.**
**6. Yes, probably by December.**
**7. Apparently this was an early demo and Game Arts have nothing more to show.**
**8. Sadly, that hope – and it was only gossip was dashed, for the moment.**
**9. I'd say 3-2 on.**

# ON THE RAMPAGE

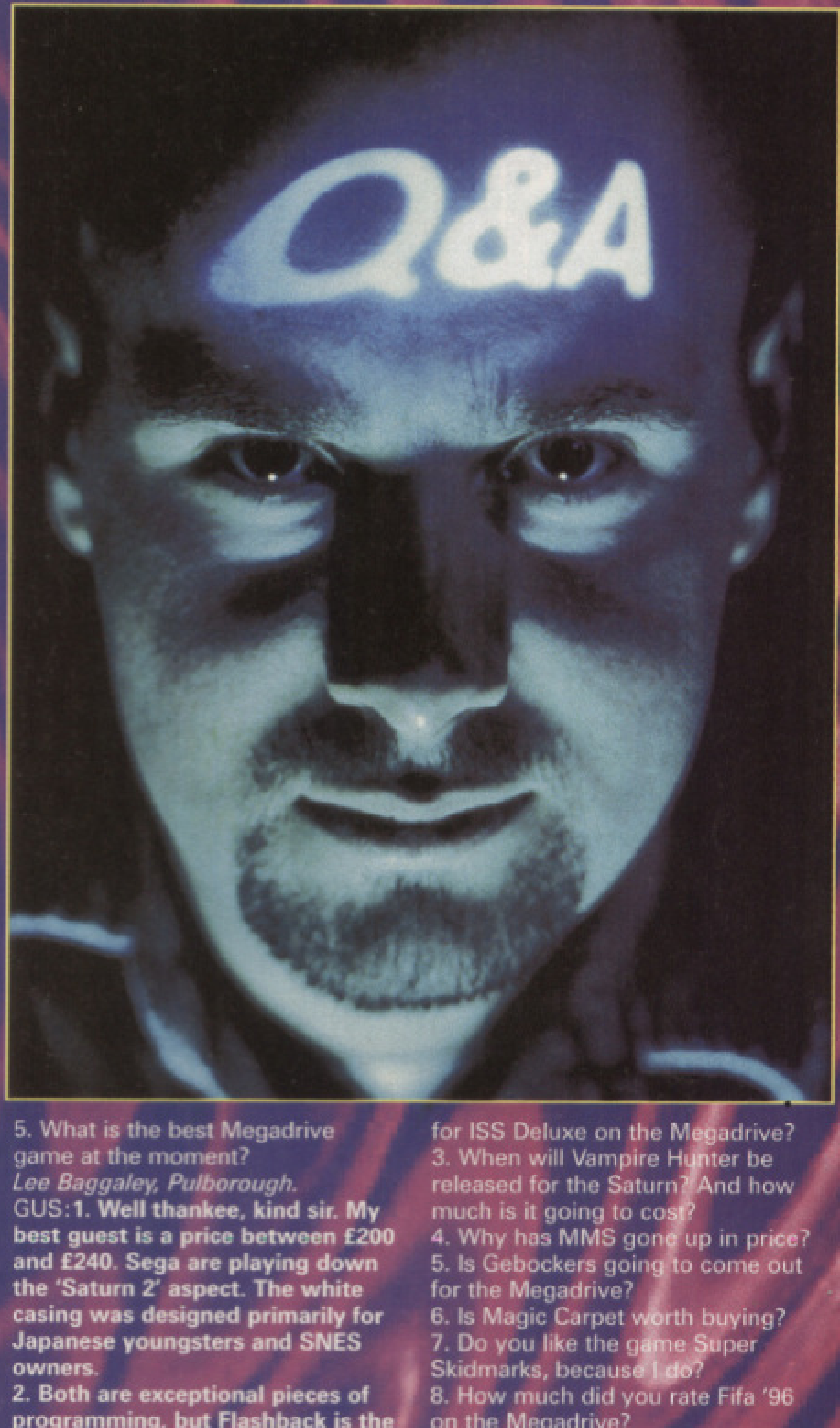
Dear Gus,
I read your mag every month and I think it is great. I have a couple of questions for you. If you don't don't answer them I will give you a £1,000,000 fine.
1. Why is Virtua Fighter on the Game Gear, and not on the Megadrive?
2. Which game should I get, Toy Story or WWf the Arcade Game?
3. Is there any more news on Sonic 4?
4. What is the best Megadrive game at the moment?
5. Will Streetfighter Alpha be on any other format, if so which formats?
*Andrew Blackman, East Meon.*
GUS:**1. Virtua Fighter Animation is a bit of fun, not a serious**



**conversion.**
**2. Toy Story.**
**3. Read this issue!**
**4. Toy Story.**
**5. SF Alpha on Saturn, and the sequel.**

# INCANDES CENT

Dear Gus,
Please could you answer my questions about the Video CD card.
1. How long will it take for the Video CD card to drop down in price?
2. What films will be coming out for it?
3. Will there be any games that will need the Video Card?
4. My dad has a CDi with a Digital Video cartridge and loads of Video CDs and I was wondering if they will work with the MPEG on the Saturn?
*David Pacholok, Didcot.*
GUS:**1. The hardware is expensive, so no price cut at the moment.**
**2. Top titles like Shallow Grave, Star Trek Generations and Shallow Grave are about, but most Video CDs are unadulterated Count Cackula.**
**3. No.**
**4. Those marked 'Video CD' will. Those marked 'Digital Video' won't.**




# SPITTING BLOOD

Dear Gus,
Mean Machines is an excellent mag, and has been even better since it became official. Please could you answer these questions?
1. Will the Saturn 2 cost around £250?
2. What did you rate Flashback and Another World on the Megadrive?
3. Is there a Premier Manager 2 in the pipeline for the Megadrive?
4. One of my friends (who's got a sad Super Nintendo) said that the Megadrive is dying. But I said that the Megadrive has the greatest sales out of any Sega machine. Is my friend right?
5. What is the best Megadrive game at the moment?
*Lee Baggaley, Pulborough.*
GUS:**1. Well thankee, kind sir. My best guest is a price between £200 and £240. Sega are playing down the 'Saturn 2' aspect. The white casing was designed primarily for Japanese youngsters and SNES owners.**
**2. Both are exceptional pieces of programming, but Flashback is the better game.**
**3. There should be.**
**4. The Megadrive has indeed been more successful in the UK than the SNES and good titles can still sell 100,000 copies. But Sega are changing their emphasis to Saturn in 1996.**



# THROW A WOBBLER

Dear Gus,
1. When will Brain Lara Cricket be released for the Saturn?
2. Do you know the release date for ISS Deluxe on the Megadrive?
3. When will Vampire Hunter be released for the Saturn? And how much is it going to cost?
4. Why has MMS gone up in price?
5. Is Gebockers going to come out for the Megadrive?
6. Is Magic Carpet worth buying?
7. Do you like the game Super Skidmarks, because I do?
8. How much did you rate Fifa '96 on the Megadrive?
9. When is Virtua Fighter going to be released for the Game Gear?
10. Is Street Fighter Alpha better than Virtua Fighter 2? Please be fair.
*Mark Henshaw, Peterbrough*
GUS:**1. No plans in1996.**
**2. September. Delayed, sigh.**
**3. June/July. at the usual £45.**
**4. Paper is VERY expensive nowadays. To maintain the mag at 100 pages, it had to be done.**
**5. No.**
**6. Yes.**
**7. It's superb.**
**8. 86%.**
**9. August.**
**10. No.**

**Steve really put me through the mill this month (he picks the letters). Next month I expect an even more surreal Q&A experience...**

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**WANTED : MORTAL KOMBAT** One for megadrive
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# NEXT MONTH

...MEAN MACHINES is hotter than a pair of Lara Croft's pants after a jog through the Sahara.

## FEATURING...

An amazing first look at Core's Tomb Raider – an incredible exclusive of the kind you've never seen before.

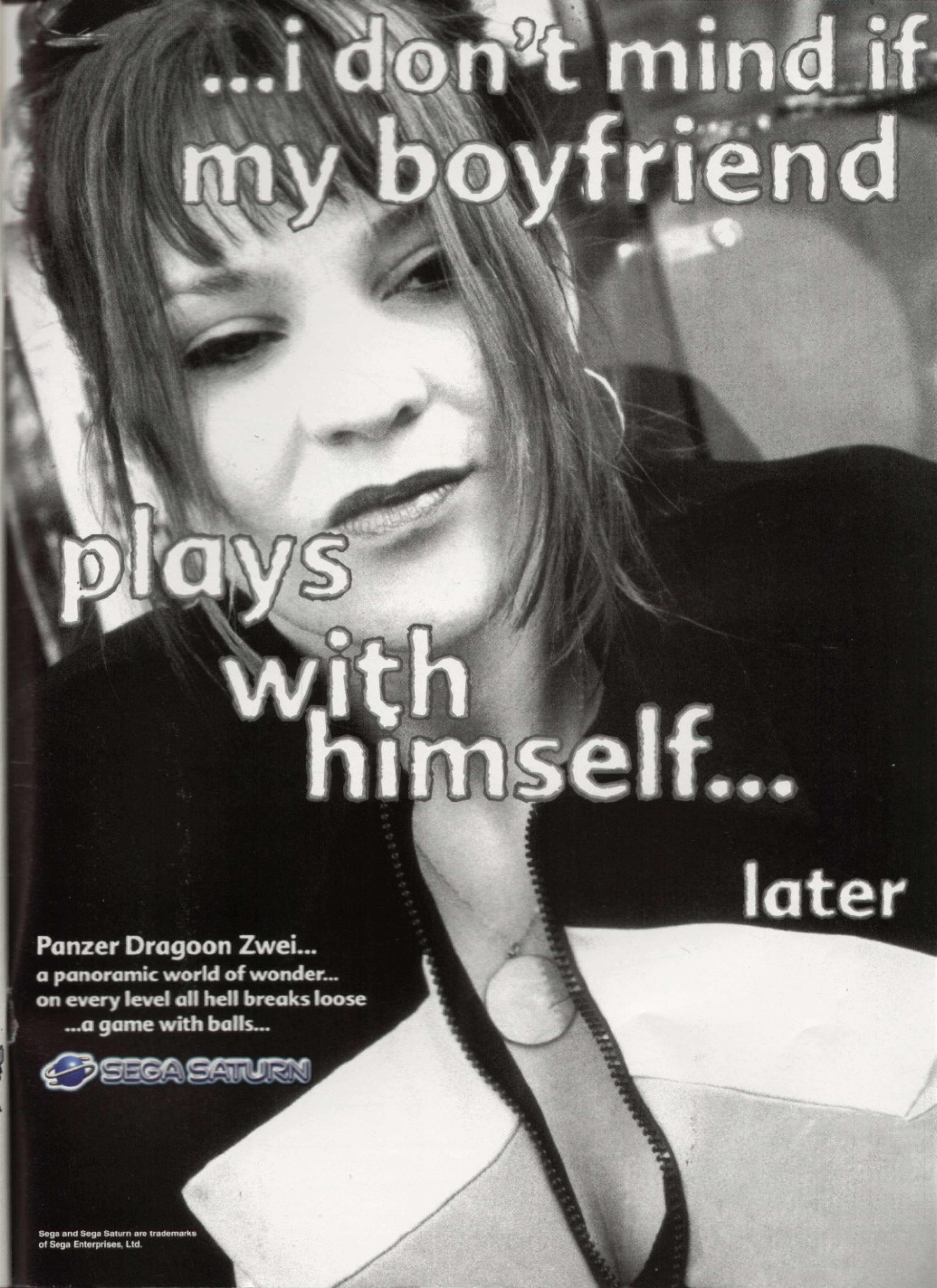
Dark Savior report, with an exclusive interview
Alien Trilogy, and behind-the-scenes at Probe
Project Overkill
Street Racer

## AND REVIEWS OF...

Olympic Soccer/Olympic Games
Blam! Machinehead
Legend of Thor
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